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## SPYRO A HERO'S TAIL



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## PRIMA OFFICIAL GAME GUIDE

Joe Grant Bell



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Product Manager: Mario De Goria

Editor: Alaina Yee

Layout & Design: Graphic Applications Group, Inc.

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### Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

(800) 733-3000

[www.primagames.com](http://www.primagames.com)

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# Items & Equipment

Spyro's world is littered with useful stuff. This chapter helps you understand what everything is, what it does, and how to properly use it.

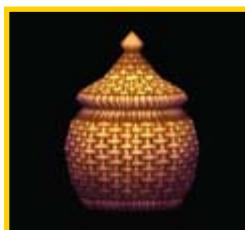
## Gems



Regular gems (not dark or light gems) are money in Spyro's land. Use them to buy stuff from Moneybags, the greedy but helpful shopkeeper.

You find gems all over—in chests, from defeated enemies, and sometimes just lying around. Collect them whenever possible, and redeem them for ammo and other useful gear. The game becomes much easier if you buy the right stuff!

## Chests



Break wicker baskets with fire breath, a charge, a horn dive, or just about any attack.

## Metal Chests



Metal chests are immune to fire breath. Charge them to break them open.



### Note

Unlike fire breath, electrical breath will break metal chests.



## Horn Dive Chests (aka Target Chests)



Horn dive chests have a big target on them. Horn dive on top of them to pop them open and grab the gems inside.

## Locked Chests



You must use a lock pick to open a locked chest. Buy the keychain as early as possible, which allows you to carry up to three lock picks at all times. That way you don't have to scurry to the shop every time you want to open a locked chest or locked gate.

Locked chests sometimes contain regular gems, but certain locked chests contain dragon eggs, light gems, and even ammo.

## Miscellaneous Containers



As you proceed from realm to realm, you find things that don't look like normal chests but that in fact are. For example, sometimes you see floor tiles or rocks with a faint target on top of them. These are, essentially, horn dive chests. Break them open for loot. Break open suspicious-looking dirt piles for gems as well. Ignite boxes of fireworks with fire breath, and you'll see that these, too, are nothing more than chests. (Just be sure to stand back!)

Sometimes you find glass bottles underwater. These are chests too. Break them open to collect the loot.

### Dark Gems



Dark gems are evil stones that turn the surrounding land into an evil and unpleasant place. They also power each realm's dark gem force field. It's your job to destroy them whenever you find them.

There are several dark gems in each level. Destroy them with a horn dive, a technique you learn very early in the game.

Destroy every dark gem in all three levels of a particular realm to drop the dark gem force field, which protects the boss' area.

### Dark Shards



Dark shards look like miniature dark gems, but don't mistake them for dark gems! They have very little in common.

Whereas dark gems are the key to opening up a realm's boss fight, dark shards are

simply a way for Spyro to make money. Break them with a charge or horn dive to collect regular gems.



#### Note

Dark shards are also the primary goal in Blink the Mole's minigames. Destroy them all to win.



### Light Gems

There are several light gems on each level.

Certain secret areas stay locked until you have the right number of light gems. Also, certain Professor gadgets won't work until you collect a specific number of light gems. If you don't have enough light gems to open a particular door or operate a particular gadget, come back after you collect enough gems.



Most light gems are hidden in hard-to-find or hard-to-reach spots. Some are given as rewards after you complete minigames.

You don't need to collect every light gem to complete the game; you just need enough of them to get by. Later, if you want to, go back and grab all the light gems you missed earlier.



#### Note

If you collect every Light Gem and Dragon Egg in the game, you unlock a special endgame movie.



### Dragon Eggs



Dragon eggs, like light gems, are often given as rewards for minigames or placed in hard-to-reach spots.

Unlike light gems, dragon eggs are unnecessary for beating the game. You could ignore the dragon eggs, but you'll probably want to collect them, because they unlock special features (such as minigames and new playable characters).

You collect several dragon eggs on your first pass through the game, but it's easy to miss a few. You can always go back later and collect the eggs you missed.



#### Note

Each set of ten Dragon Eggs unlocks a particular feature, such as concept art or a new playable character. Refer to your inventory screen to see exactly what each set unlocks.



### Breath Weapons & Bombs

Spyro learns several different breath attacks, though he starts out with only fire breath.

Each breath attack has an associated secondary attack. You may purchase ammo for these secondary attacks from Moneybags or find them as treasure. Spyro can carry a limited number of each ammo type, but he can increase that number by buying the appropriate magazines (ammo containers) from Moneybags.

Here's a look at each breath attack and its associated secondary attack.



## Fire Breath & Flame Bombs



Fire breath is Spyro's default attack and is the only one he starts with. Fortunately, it's very powerful.

In fact, fire breath is Spyro's best attack against most enemies. It fries them instantly, allowing Spyro to burn through foes with ease. Spin in circles while breathing fire to

roast packs of foes at a time.

Fire breath's range is somewhat limited, and it can't open metal chests. But these are minor shortcomings: fire breath is still Spyro's best all-purpose weapon.

Fire breath is also a useful tool. It can light firecrackers and ignite various objects you encounter throughout the game.

While Spyro is in fire breath mode, he may also shoot flame bombs. Flame bombs fly in the direction Spyro is pointing; the longer you hold down the trigger, the farther they shoot. Flame bombs explode on impact and destroy all enemies within a short blast radius.

Flame bombs are a little tricky to aim, since they require you to line up your shot, then hold down the trigger for the right amount of time. After you get the hang of aiming them, though, they're a useful way of dealing with your toughest enemies. They're also relatively cheap, and you can carry lots of them.

## Electric Breath & Tribolt

Spyro obtains electric breath partway into the game. At that point, he can freely switch back and forth between electric breath and fire breath.

Electric breath is useful both as a tool and as a weapon. As a tool, you use it to activate electrical switches, which open doors or move platforms.

As a weapon, electric breath has both advantages and disadvantages. Electric breath takes longer to destroy an enemy than does fire breath, but its range is longer and it homes in on targets, so you don't need to aim as precisely as you do with fire breath. It also stuns most enemies while you're electrocuting them, so you don't have to worry about a counterattack. You'll use fire breath for most situations,



but switch to electric breath when you need more range, or when you're facing lone enemies that you want to stun before they can throw something at you.

Tribolt is the bomb that's paired with electric breath. Point at your enemies, pull the trigger, and the tribolt homes in on them. If there are multiple enemies, the tribolt splits three ways and destroys all of them. Just fire and forget.

As you might expect, tribolt's ability to home in and destroy several enemies at once makes it extremely useful. It's the most effective bomb attack in the game, which is why it's so expensive to buy (and you can't hold many at once).



### Tip

Tribolt is the best way of dealing with missile attackers (such as archers) in high places.



## Water Breath & Aqua Bombs



Water breath is more of a tool than a weapon—at least at first. Use it to power waterwheels and other gadgets, thus gaining access to places you otherwise can't reach. You can also use it to push certain items around.

As a weapon, water breath is only useful against fiery opponents, such as fire imps and fire birds. You must aim carefully, but it has excellent range. Standard enemies ignore water breath or are slowed down but unharmed by it. Blast standard foes with fire or lightning instead.

Aqua bombs, like water breath, don't have much effect on standard enemies but are very effective against fiery enemies. They're exceptionally cheap, and you can carry a ton of them.

## Ice Breath & Ice Shards

Ice breath freezes enemies. Frozen enemies can't do anything for several seconds, but if you leave them alone, they eventually thaw out and resume attacking.

Ice breath has a great advantage. Normally you must charge into armored foes to knock the armor off. After that, you roast them with fire breath. That works fine, except that you're vulnerable when you're charging in.



With ice breath, you freeze armored enemies from a safer distance, then charge into them to shatter them. This is a superior technique, especially against groups of enemies. After you get ice breath, use it as your main weapon against armored foes.

Ice breath is also very useful against fiery foes. Its range is somewhat shorter than water breath, but it has a wider shot. Use water breath when range is important; otherwise, use ice breath against fiery enemies.

Finally, there are certain enemies, like steel traps, that you can't easily destroy without ice breath. With it, though, you can freeze the trap and charge it to make it shatter.

Ice shards are excellent for freezing enemies from a distance. Archers and robo-gnors with lasers are the sorts of enemies you want to freeze so you can avoid their deadly projectiles. Just be sure you can reach them quickly and shatter them. If you can't, use the tribolt instead.

## Moneybags' Shops

Moneybags' stores come in two varieties: shops and remote shop pads.

Shops are big places where Moneybags is actually standing around. Prices here are as low as they get.

Remote shop pads are outposts where you can buy items at higher prices. They appear as glowing green discs, with a green holographic image of Moneybags floating over them.

The inventory is the same at both store types, and the slight price difference isn't a big deal. Buy the biggest items (such as shockwave) at an actual shop, but go ahead and buy everything else (keys, ammo) at a remote shop pad.

Here's a look at the items available at Moneybags' shops.

### Note

Prices for items vary, depending on whether you're shopping at Moneybags' actual store or at a remote shop pad. We list both prices for each item in the following table.



## Moneybags' Prices

Item	Shop Price	Remote Shop Pad Price
Flame bomb	50	62
Tribolt	250	312
Aqua bomb	50	62
Ice shard	100	125
Flame bomb magazine	500	625
Tribolt magazine	1,000	1,250
Aqua bomb magazine	250	312
Ice shard magazine	750	937
Teleport pass	100	100
Lock pick	500	625
Double value gems	1,000	1,250
Butterfly jar	1,500	1,875
Keychain	5,000	6,250
Extra health unit	5,000	6,250
Shockwave	10,000	12,500

## Secondary Weapon Ammo

Moneybags' shop offers flame bombs, tribolts, aqua bombs, and ice shards—stock up if you've got the cash.

Each bomb type's price is based on how useful it is. Tribolt, the most useful weapon, is expensive; next comes the highly effective ice shard. The somewhat trickier-to-use flame bomb is a bargain, and aqua bombs are dirt cheap.

You may buy ammo only if you have the corresponding breath weapon. So for example, if you don't have ice breath yet, you aren't allowed to buy ice shards.

There's a limit to how many of each bomb type you may carry. Buy more magazines to carry more bombs.



## Magazines (Extra Ammo)



Magazines allow Spyro to lug around more secondary weapon ammo. There's a magazine type for every secondary weapon type.

Magazine prices are based on the usefulness of the ammo they hold. So for example, ice shard magazines cost more than aqua bomb magazines.

You can buy only a limited number of magazines. When at the max, you can carry 50 flame bombs, 10 tribolts, 100 aqua bombs, and 20 ice shards.

## Lock Picks & Keychain

Spyro can carry only one lock pick at a time until he buys the keychain, which is a permanent item. After that, he can carry three lock picks at once.

You encounter quite a few locked chests and locked gates, so buy the



keychain as soon as possible. Stock up on lock picks every time you pass a shop, and you'll be prepared. There's nothing worse than having to backtrack just to buy extra lock picks!



## Teleport Pass

Buy this item to teleport to any Moneybags shop (or remote shop pad) that you've visited on the level. This is an excellent way of quickly getting from one end of the level to the other.



### Note

You can't teleport between levels with a teleport pass, nor can you teleport to a shop you haven't visited.



## Extra Health Unit

The extra health unit is a permanent upgrade. Make it your second big purchase, after you get a keychain. When you have this item, Spyro can take one more hit than before.



Without the extra health unit, damage works like this: Sparx (Spyro's flying companion and shield) starts out yellow. If Spyro takes a hit, Sparx turns blue. The next hit turns Sparx green. The next hit makes Sparx disappear completely. Now Spyro is vulnerable and will be killed if he takes another hit.

The extra health unit adds a final color—red—to Sparx's damage cycle. Therefore, Sparx now turns from yellow to blue to green to red before disappearing. This is very useful in any tough situation.

## Butterfly Jar

This item restores Spyro to full health. Since there are many save points, and Spyro reappears at full health after he dies, you can get away with not buying these items very often.



## Double-Value Gems



Purchase this item and for a limited time you receive two gems for every one gem you collect. The best time to use this, obviously, is right before collecting a mother lode of gems. One strategy is to open lots of strong chests with a firecracker, get the double-value gems power-up, then collect the gems.

You can use or ignore this power-up; there are enough gems in the game to buy everything you want either way.

## Shockwave

The expensive shockwave is a permanent power-up that enhances Spyro's horn dive. The shockwave gives the horn dive a bigger blast radius, making it a much better weapon for destroying unarmored foes. It's particularly great when Spyro is surrounded; just horn dive and the shockwave takes out foes on every side!



# Moves & Techniques

You control several characters besides Spyro in *Spyro A Hero's Tail*. This chapter gets you up to speed on each character's moves, so you can launch right into the game.

## Spyro's Moves

You mainly play as Spyro, so it's important to get good at controlling him.

The table shows how to control Spyro on each game console. Following the table are explanations and tips on each move.



## Spyro's Moves

Move	GameCube	PS2	Xbox
Jump	Ⓐ	✗	Ⓐ
Double jump	Ⓐ + Ⓐ	✗ + ✗	Ⓐ + Ⓐ
Glide	Ⓐ + hold Ⓐ	✗ + hold ✗	Ⓐ + hold Ⓐ
Charge/dive (underwater)	翹	●	Ⓑ
Breath attack	翹	■	ⓧ
Horn dive	Ⓐ + Ⓐ + 翹	✗ + ✗ + ●	Ⓐ + Ⓐ + Ⓐ
Secondary attack	Ⓑ	Ⓑ2	Ⓑ
Wing shield/interact	Ⓑ	▲	ⓧ
Switch breath mode	Directional pad	Directional pad	Directional pad
First-person perspective	Ⓛ	Ⓛ2	Ⓛ
Map/status	Ⓜ	SELECT	BACK



Spyro moves in various ways. The most basic is walking, which simply requires thumbstick movement.



Tap the Jump button once to jump. Tap it twice (once on the ground and once in midair) to double jump. For maximum height, the second jump should come at the apex of the first jump.



### Note

Spyro doesn't start with the ability to double jump, but he learns it early in the game.



To glide, hold down the second press of your double jump instead of tapping and releasing. You can steer Spyro while he glides.

Gliding allows you to reach distant platforms. It takes time and practice to master this art.

Later on, Spyro learns special skills, including pole jumping and wall kicks. These aren't listed above because you trigger them just as you would a regular jump. The special moves automatically happen if you're standing in the correct spot (and have learned the skill).



You can pole jump and wall kick only at specific places. It's easy to figure out where you can use these skills: for pole jumping, you'll see a set of thin poles; for wall kicking, you'll see a pair of closely spaced walls set directly opposite each other. You get an in-game explanation when you learn each new skill.

## Spyro's Attacks

Spyro has a variety of attacks, some of which he starts the game with, and some of which he must learn.



Breath attacks are the easiest to use. Just hold down the button and point at the enemy. Refer to the "Items & Equipment" section for an explanation of each breath attack's strengths and weaknesses.

Secondary attacks

are linked to breath attacks. Check out the "Items & Equipment" section for tips on using each secondary attack.



Hold down the Charge button to run full-speed and ram enemies with Spyro's horns. Some enemies that are immune to breath attacks are susceptible to charging, while others must be charged first (to knock off their armor), then hit with the breath attack (to destroy them).

Charging is also a convenient way of traveling quickly. Hold down the Charge button and Spyro moves much faster than he can walk. Be careful, though—he can't turn very fast while he's charging.

The same button that handles charge attacks also lets Spyro swim quickly underwater. Aim at underwater foes and hold down this button to ram them.

### Underwater Spyro

After a double jump, press the Charge button to execute a horn dive. Spyro learns this skill early in the game, and it is necessary for destroying dark gems.



Spyro has a limited set of moves underwater. Aim him with the thumbstick as usual, and make him quickly swim in the direction he's pointing by holding down the Charge button. Breath attacks and secondary attacks don't work underwater, nor do any of Spyro's other tricks.



Charge headfirst into underwater enemies, such as clams and mer-gnors, to destroy them. Sea horses serve as underwater fodder; swim into them to restore Spyro's health.

### Miscellaneous Controls

Wing shield is a trick Spyro learns in the middle of the game. It protects Spyro from most projectile attacks and even deflects some of them back at the enemy.

First-person perspective allows you to look up, down, and all around. Use it frequently to get your bearings. It's also handy for precisely aiming your secondary attacks.

The directional pad allows you to switch between your active breath types. This only works after you learn an extra breath type; you have only fire breath for the first few levels.

The map screen shows you where you are and gives access to screens with extra information (goals and inventory).



### Ball Gadget Spyro

When Spyro gets inside the Professor's ball gadget, his moves are very limited.

Aside from steering with the thumbstick, you can speed up (turbo), slow down (brake), or jump.

### Ball Gadget Moves

Move	GameCube	PS2	Xbox
Turbo	Y	●	B
Brake	X	■	X
Jump	A	×	A



#### Note



When we say go north, south, west, or east in the walkthrough chapters, refer to your in-game map to check your orientation. It's an invaluable tool.



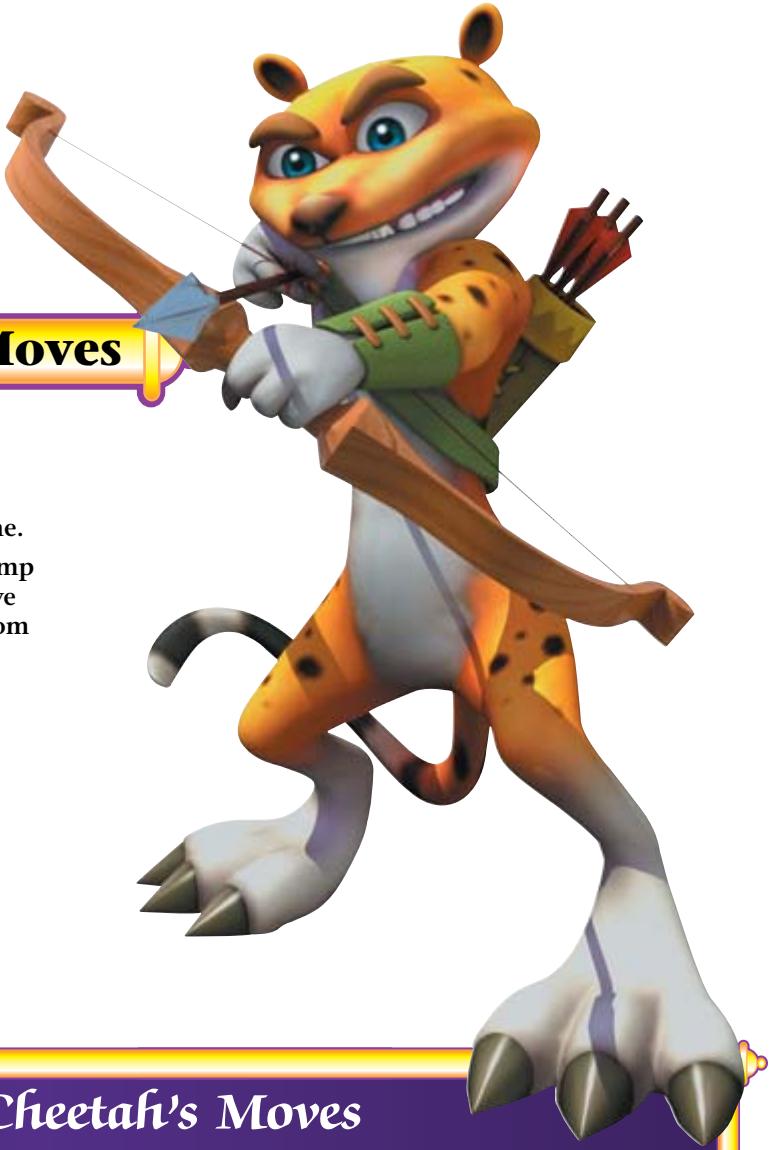
## Hunter the Cheetah's Moves

You control Hunter at certain points in the game.

Hunter can double jump, and his pounce stomp is much like Spyro's horn dive. His most effective attack is shoot arrows. You can either shoot "from the hip" or aim precisely by using first-person perspective.

Explosive arrows are Hunter's special ammunition. Use them to break open strong chests and destructible walls.

Hunter's bow spin defense, like Spyro's wing shield, protects Hunter from projectiles.



## Hunter the Cheetah's Moves

Move	GameCube	PS2	Xbox
Jump	Ⓐ	✗	Ⓐ
Double jump	Ⓐ + Ⓐ	✗ + ✗	Ⓐ + Ⓐ
Pounce stomp	Ⓐ + Ⓐ + Ⓑ	✗ + ✗ + ●	Ⓐ + Ⓐ + Ⓑ
Punch	Ⓑ	●	Ⓑ
Bow swipe	Ⓐ + Ⓑ	✗ + ■	Ⓐ + Ⓑ
Shoot arrow	Ⓑ	■	✗
Shoot explosive arrow	Ⓑ	Ⓑ2	Ⓑ
First-person perspective	Ⓛ	Ⓛ2	Ⓛ
Bow spin defense	Ⓑ	▲	Ⓨ
Flying kick	Ⓐ + Ⓑ	✗ + ●	Ⓐ + Ⓐ

## Sgt. Byrd the Penguin's Moves



You control Sgt. Byrd during certain minigames.

Controlling Sgt. Byrd is like flying an airplane, and takes some getting used to. Hold down the Fly button constantly, or Sgt. Byrd drops like a rock. (Of course, if you need to lose altitude fast, you *should* let up on the button.)

You can only turbo boost after you grab a fuel barrel, then only until the fuel runs out.

Missiles are Sgt. Byrd's best all-purpose weapons, as they lock onto the target and strike at long range. Bombs, though, are useful for hitting targets below you. Some targets can only be destroyed with bombs.

### Sgt. Byrd the Penguin's Moves

Move	GameCube	PS2	Xbox
Fly	Hold A	Hold X	Hold A
Turbo boost	Y while holding A	■ while holding X	X while holding A
Fire missiles	R	R2	R
Drop bombs	L	L2	L



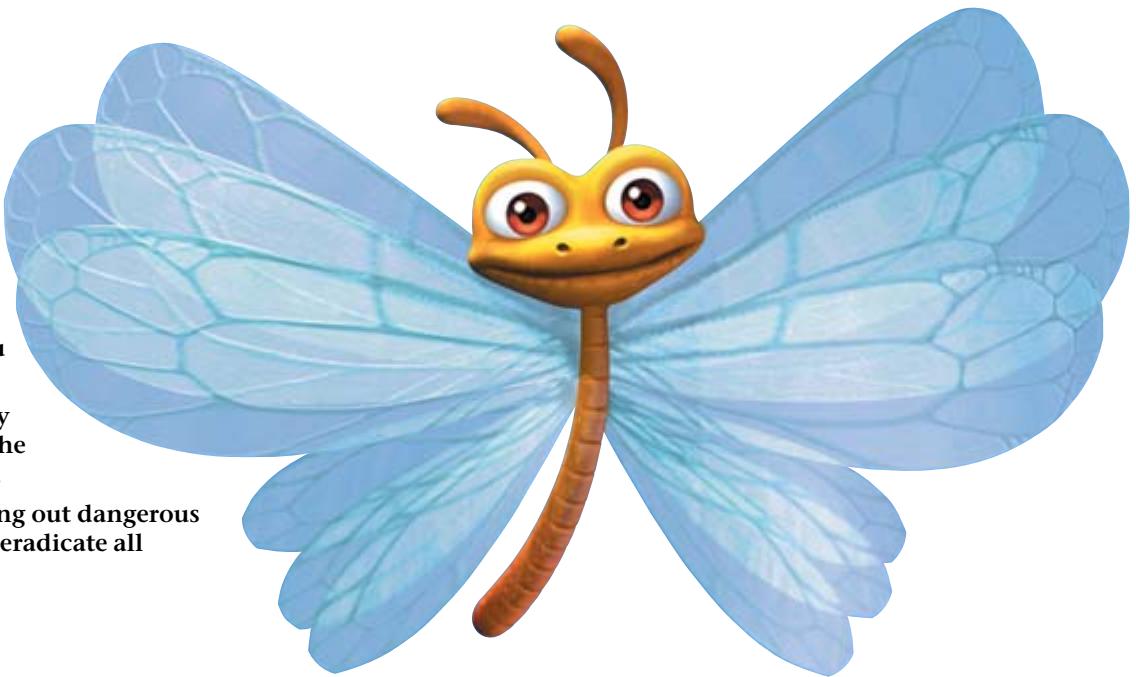
## Sparx the Dragonfly's Moves

You control Sparx during certain minigames.

Sparx constantly moves forward, whether you want him to or not. Use his turbo and brake abilities to speed up or slow down. You can only use these abilities as long as you have turbo fuel.

Sparx's main guns destroy most enemies. Hold down the button to fire continuously.

Missiles are good for taking out dangerous targets, while smart bombs eradicate all enemies on the screen.



### Sparx the Dragonfly's Moves

Move	GameCube	PS2	Xbox
Shoot	Ⓐ	✗	Ⓐ
Fire missiles	Ⓑ	●	✗
Smart bomb	Ⓨ	■	Ⓨ
Turbo	Ⓑ	Ⓑ	Ⓑ
Brake	Ⓛ	Ⓛ	Ⓛ

## Blink the Mole's Moves

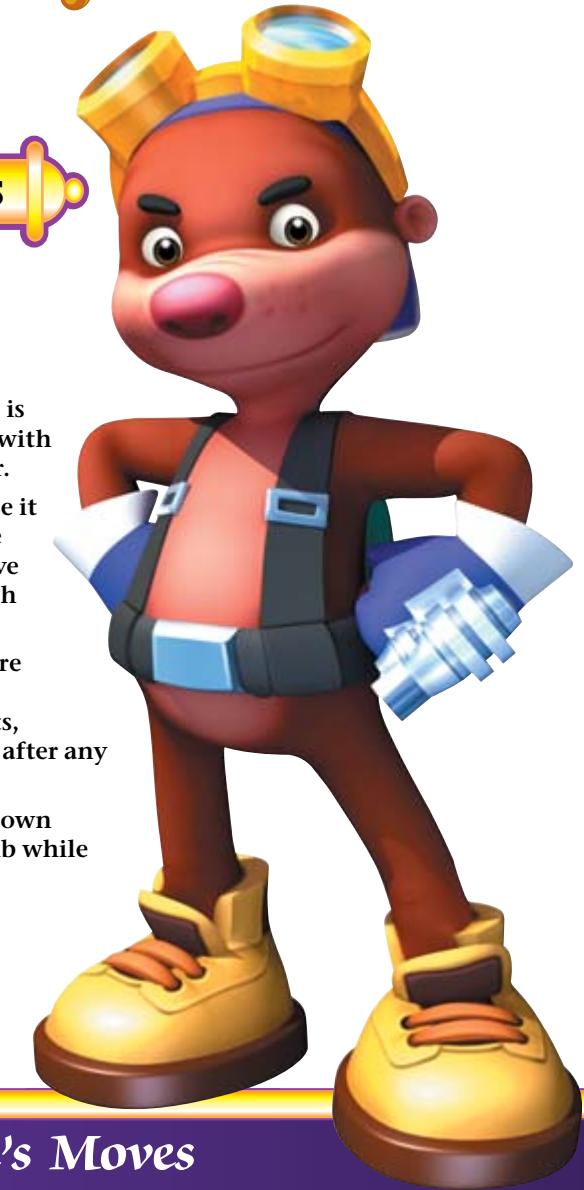
You control Blink during certain minigames.

Blink can jump and double jump, and his butt bounce is much like Spyro's horn dive. He can also smack enemies with his claw attack or shoot them at long range with his laser.

The first-person perspective is very useful for Blink. Use it to see "digable" spots on the walls; tunnel through these spots by digging at them. Also, use first-person perspective to precisely aim Blink's laser. This is great for dealing with long-range enemies.

Blink gets bombs from special bomb dispensers. They're necessary for blowing up dark shards, metal crates, and destructible walls. Bomb dispensers also act as save points, recording Blink's progress so you don't have to start over after any mishaps.

Hold the Crouch button to make Blink immune to his own bombs. This technique lets you stand right next to a bomb while it explodes, rather than having to hurry away.



### Blink the Mole's Moves

Move	GameCube	PS2	Xbox
Jump	Ⓐ	✗	Ⓐ
Double jump	Ⓐ + Ⓐ	✗ + ✗	Ⓐ + Ⓐ
Butt bounce	Ⓐ + Ⓑ	✗ + ●	Ⓐ + Ⓑ
Claw attack/dig	Ⓑ	●	Ⓑ
Shoot laser	Ⓒ	■	Ⓒ
Throw bomb	Ⓓ	Ⓓ2	Ⓓ
First-person perspective	Ⓛ	Ⓛ2	Ⓛ
Crouch	Ⓑ	▲	Ⓨ



# Enemies & Hazards

Before digging into the walkthrough, let's look at common enemies and hazards. This chapter gives you an overview of how to deal with the threats the game dishes out.

## Common Enemies

These are some of the most common creatures you battle, listed in roughly the order you encounter them. There are other nasties you meet in the game, but these guys are singled out because you see them repeatedly.

### Fodder



While not technically an enemy, you find small creatures known as fodder throughout the game. Roast these creatures to regain health points.

Fodder comes in many forms: sheep, bats, sand

crabs...even sea horses when you're swimming underwater. They're all a free source of health.



#### Tip

Electric breath, with its long range and easy targeting, is the best weapon for roasting fast-moving fodder.



### Unarmored Gnorcs



A standard gnorc is extremely big and wears no armor. He often carries a big, heavy weapon like an axe or a hammer.

Unarmored gnorcs are resistant to Spyro's charges because they're so fat. Destroy them with fire breath.

### Armored Gnorcs

Armored gnorcs are just like unarmored gnorcs, except that they have armor. Sometimes, though, they carry a shield instead of armor.



To destroy an armored or shield-bearing gnorc, first charge it to destroy the armor or knock away the shield. Then use fire breath to finish him off.

### Gnorcs

Gnorcs are Red's foot soldiers. They come in many different shapes and sizes and carry all types of weapons.

### Gnorc Archers

Gnorc archers are much smaller than the usual gnorc, but they're also deadlier. They shoot bows at Spyro from long range.

Weave back and forth to avoid archers' arrows. Get close to them quickly and roast them with fire breath or electric breath.

If archers are positioned up high where you can't easily get at them, zap them with a tribolt.



### Mer-gnorcs



Mer-gnorcs are half gnorc, half fish. When you encounter them on land, they poke at you with spears or throw starfish. Underwater, they just use spears.

On land, electric breath is a great way of dealing with mer-gnorcs—you can zap them before they hurl anything at you.

Underwater, ram into mer-gnorcs to knock them out, or simply avoid them.

### Balloon-a-rangs



Balloon-a-rangs are gnorcs hanging from balloons. They attack by throwing deadly boomerangs. Use Spyro's wing shield to deflect the boomerang back and kill the balloon-a-rang.

### Robo-gnorcs

In the final realm, you encounter high-tech robo-gnorcs, which are spiffy new versions of the gnorcs you've been dealing with throughout the game.

Big robo-gnorcs generate plasma explosions. Stand back from the detonation when they attack with these.



Little robo-gnorcs are just archer gnorcs with laser rifles instead of bows.

Use ice breath (which you have by the final realm) to deal with robo-gnorcs of all kinds. Freeze them before they can unleash their deadly attacks, then charge them to shatter them into pieces.

### Crocoviles

These swamp dwellers come in a couple of varieties.

A typical crocovile lumbers after you and swings an oversized bone like a club. Charge into these crocoviles or roast them with fire breath.



Boomerang-throwing crocoviles are much more dangerous. Veer to the side as you charge in, avoiding their boomerangs. Then roast them or finish them off with a charge.



## Jupiter Dragon Traps

These deadly flowers shoot fireballs. Get close and roast them, or they'll make your life miserable.



## Spiders

Spiders pounce and sling webs. Roast them from afar with a breath attack.

Look around for spider doors, which produce an infinite supply of spiders. Don't hang around these, for obvious reasons.



## Critters

Critters are vicious pack animals that chase and bite. Later in the game, you encounter critters that can breathe fire. Use fire breath or ice breath to deal with critters. Spin in circles while using your breath attack to annihilate crowds of them.



## Bats, Vultures, Albatross

You encounter a variety of flying foes in the game.

Flying enemies that aren't carrying anything will circle an area and attack when you get too close. Jump up to their level and use your fire breath to lay them low. Or, if you're Hunter, shoot them with arrows.



Flying enemies that carry rocks circle an area and drop rocks on your head. Avoid these creatures or look for a nearby cannon.

## Crabs

Crabs come in two varieties: little crabs and big snapper crabs.

Charge into little crabs to destroy them, or fry them with fire or electric breath.



To take out snapper crabs, wait for them to snap their pincers, then charge them (stay between the pincers) to flip them over. Finally, horn dive them while they're upside down.

## Clams



Clams are often found underwater and can shoot pearl projectiles a long distance. Swim quickly toward them and ram them.

## Pygmy Cannibals

Use fire breath to roast these hordes of pint-sized aggressors. Look around for their huts, which you can horn dive to destroy.



## Birdmen



Birdmen come in two varieties: big and little. Big ones just try to get in your way and interfere with your jumps. Little ones shoot projectiles.

Roast these enemies with flames or electricity. Use

Spyro's wing shield to deflect the little birdmen's projectiles. When they're in tricky spots and are particularly hard to get rid of, take them out with a tribolt.



### Tip

Ignore big birdmen if you don't have to jump near them. The little ones, with their dangerous projectiles, should always be destroyed.



## Eski-moles

Eski-moles are little foes that toss spears with great accuracy. Roast them with fire breath, or use electric breath to attack from greater range.



## Yeti



Yeti are huge enemies that attack in a variety of ways: some throw barrels or snowballs, while others fire crossbows. Take them down with fire breath and arrows.



## Steel Traps

Steel traps don't move, but they do snap closed when you get too close. One strategy is to simply avoid them. Another is to zap them with electric breath; fire doesn't hurt them.

If you have ice breath, you can destroy steel traps by freezing them, then charging them.



## Fire Birds



Destroy fire birds with water breath. Attack quickly or use Spyro's wing shield to deflect their fiery projectiles.



Fire imps hover in the air and shoot projectiles. Use water or ice breath to deal with them.

## Fire Imps



## Haywire Robots



You encounter a number of haywire robots in the last realm. Use ice breath, followed by a charge, to take them out.

## Rock Monsters



Keep charging into rock monsters until you knock them off a platform's edge. Meanwhile, keep running in and out of range of their hammering attacks.

## Common Hazards

In addition to the assortment of nasties we just looked at, there are a few common things Spyro should watch out for.

### Bottomless Pits



Any time you can't see the ground, chances are good that Spyro (or whomever you're controlling) will die if he falls there. Avoid these areas.

### Icy Water



### Lava & Quicksand



Lava fries Spyro on contact, and swampy quicksand sucks him in. It doesn't matter how healthy he is at the time, so avoid these terrain types as best you can.

Regular water is not lethal to Spyro. He can walk in shallow water and swim in deep water. But freezing water kills him instantly.

### Moving Obstacles

Swinging pendulums, jets of lava, rising and falling spikes—these things all fall into the category of harmful moving obstacles.

Moving obstacles deal a point of damage to Spyro instead of killing him outright. However, many moving obstacles will knock Spyro into deadly terrain (like a pit) that *will* kill him outright. So stay on your toes!





# Dragon Kingdom

## Walkthrough Introduction

You should know a few things before jumping into the walkthrough.

The game is divided into four realms. The first three realms consist of three levels: a central hub and two sublevels. The hub is the first level you visit; it contains the Professor's teleporter gadget, Moneybags' main shop, and gateways leading to the two sublevels. The fourth realm is more linear in its format: you pretty much plow straight on through from one level to the next.

Your game plan usually goes like this: First, destroy all the dark gems on the hub level. Then visit the two sublevels and destroy the dark gems on those. When you're done, return to the hub level and fight a boss. After you defeat the boss, move on to the next realm.

In addition to destroying dark gems, you'll also collect light gems and dragon eggs. Light gems allow you to enter special locations and trigger special abilities; dragon eggs unlock rewards and special features.



### Note

You don't need to collect every light gem and dragon egg to win the game. You need only some light gems, and dragon eggs are optional.



You won't proceed straight through game levels—you must travel back and forth between levels, sometimes several times. If you want to collect every light gem and dragon egg, you'll do even more traveling.

Each walkthrough contains several sections. First is the main walkthrough, which tells you how to destroy all the dark gems and defeat the boss on a particular world. It also points out all the light gems and dragon eggs that you can pick up along the way.

Next is the "Light Gems" section, which explains how to pick up every light gem on each level (although you'll pick up most of the light gems just by following the main walkthrough). There are some light gems that you can't collect on your first trip through the level; in these cases, you must come back later when you've gained a special ability or gathered more light gems.

Finally, the "Dragon Eggs" section tells you how to get every dragon egg on the level. Again, you may not be able to collect every dragon egg on your first run through the level.

Whew! With that out of the way, let's get started on the first realm: Dragon Kingdom.



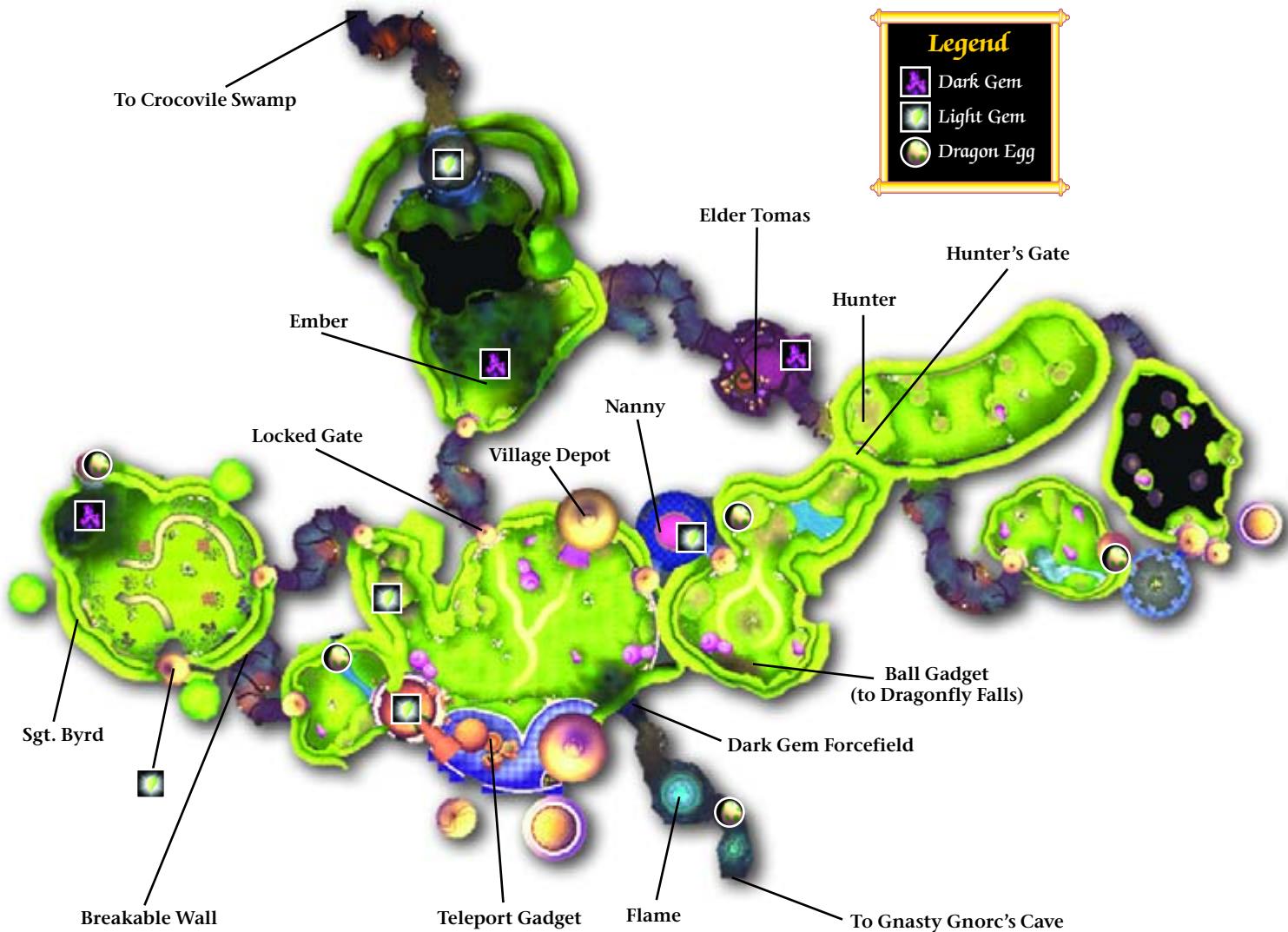
## Main Walkthrough

This is the walkthrough for Dragon Kingdom. Follow this walkthrough to destroy all dark gems, beat Gnasty Gnorc, and move on to the next realm. You'll also collect several light gems and dragon eggs along the way.

## Tip

Check out the "Light Gems" and "Dragon Eggs" sections at the end of the chapter if you want to collect every light gem and dragon egg.

## Starting Out in Dragon Village





Your adventure starts in Dragon Village, the hub level of the Dragon Kingdom realm. After a series of movies, you assume control of Spyro.



You start out near the Professor's teleporter gadget (at the moment, it doesn't work). Run over to Moneybags. He tells you to collect 500 gems.



Roam around the clearing, collecting gems. Burn wicker baskets and charge into metal chests and dark shards. After you collect 500 gems, return to Moneybags and talk to him to enter his shop.



Buy a lock pick for 500 gems. Go to the nearby locked gate and unlock it.



Past the gate, pay attention to Zoe as she explains how save games work. Then go on to Ember, who's standing near a dark gem. She urges you to talk to an Elder in the hopes of finding a way to destroy the gem.



Stand on a weight-activated switch to open a gate. Go through the gate and examine the tunnel walls for a breakable spot. Charge the wall and collect treasure.



Move along to Elder Tomas. He explains how you can double jump and horn dive.



Immediately put both skills to use. Double jump onto a nearby ledge, then horn dive to destroy a dark gem. This opens a tunnel leading out of the room.



Follow the tunnel to a big open valley. Hunter is here. Talk to him; he explains how to glide and says he'll open the gate behind him if you manage to get a dragon egg.



### Tip

Check out the floor of the valley. You find your first horn dive chest down there.



Glide along the ledges to the valley's other end. Go through a tunnel, and then glide along several more ledges, roasting a gnorc along the way.



You come to a gate with a weight-triggered plate. Open the gate, pass through, and collect a pink dragon egg from the ground.



Proceed along the path, grabbing some flame bombs and defeating an armored gnorc. You emerge on a ledge that contains a firecracker and overlooks the same valley where you talked with Hunter.



Breathe on the firecracker to light it; this destroys a strong chest down in the valley. Glide down to collect the gems, then talk to Hunter. He opens the gate for you.



Go through the gate. Note the locked chest on the other side, then approach the big contraption. The Professor appears and tells you it's the ball gadget and that you need eight light gems to power it. He also opens the nursery door.



### Tip

You can light more firecrackers to destroy a strong chest in this area and claim a pile of gems.



Go through the nursery door and grab a light gem. Talk to the Nanny. She tells you to collect all 80 dragon eggs.



Go out the other nursery door and you're back where you started the game. Buy another lock pick from Moneybags, then return to the locked chest near the ball gadget. Unlock it to claim a green dragon egg.



Return to Moneybags' shop and buy another lock pick. Look for a tall ledge near Moneybags' shop, which you might have tried to reach earlier, but couldn't (because you couldn't double jump yet). Double

jump and unlock the locked chest on the ledge to grab another light gem.



Pass the locked chest, and enter a big area with several wooden platforms. Charge a wall-mounted target to make some of the platforms rise. Then quickly jump onto the nearest platform, and glide along the platforms into a pink tower. Collect a light gem.



Hop back down. Activate the wall-mounted target again and hop onto the wooden platforms. This time, jump from the towers to a ledge with a dark gem. Destroy the

dark gem. There's an orange dragon egg in the tower right next to you. Grab the egg.

Jump back down and talk to Sgt. Byrd, who's standing by a glowing pink doorway. He asks if he should go seek out a treasure. Say yes. You now temporarily become Sgt. Byrd and play a minigame.



## Sgt. Byrd Minigame: Island Speedway 1

You can play every minigame twice. The first time you win, you're rewarded with a dragon egg. The second time you play, the game is somewhat harder, and your reward is a light gem. After beating the minigame twice, you've got all the treasure it has to offer. You can play again for fun, but there are no more goodies.

Sgt. Byrd's minigames require skillful flying, which is something you'll learn with time. Expect to play these minigames several times to get familiar with them; eventually you'll be able to complete them in the allotted time. We will provide hints to get you on the right track.

In this first minigame, you must do the following in under three minutes:

- Fly through eight rings
- Fly through eight time gates
- Shoot eight targets (may use missiles or bombs)
- Shoot eight gnorcs (may use missiles or bombs)
- Shoot eight vultures (use missiles)

You can approach this minigame any way you want, but here are some important tips:

- The rings float in a long string, off to the side of the central castle. Hit them all in a row.
- Use turbo boost when flying through the rings, because this is the most time-consuming part of the run.
- The vultures are all circling a big rock pillar, somewhat apart from the central castle. Circle the rock and get them all at once.
- There are gnorcs both in the central castle and standing around a smaller rock pillar.

## Sgt. Byrd Minigame: Island Speedway 1 (continued)

Jet forward, veering slightly to the right. As you get close to the pillar with the vultures up ahead, veer hard to the right and aim down. Grab the barrel of booster fuel in a circular rock opening.



Now that you have booster fuel, pull up. Blast a gnorc and keep moving forward. The first of the green rings appears. Jet through it and shoot all the gnors on the rock island in front of it. Keep going in the same direction, using booster-fuel bursts to keep your speed up.

Fly through more rings, passing through a time gate along the way. Collect another booster fuel near the end of the rings. Look for a time gate. Fly through it, into the castle. The time gates are arranged in a line through the castle; follow them, hitting them all.



Get back outside the castle and circle it, using booster fuel for speed, until you return to the crag with the vultures. Circle the crag and shoot down all the vultures.



Now focus on targets. Get some altitude and check out the tall pillars arranged around the castle; several targets are up there. Complete the minigame to collect a purple dragon egg.

## Sgt. Byrd Minigame: Island Speedway 2

Sgt. Byrd's first minigame isn't that tough after you give it a few attempts. His second minigame is much harder, so expect to spend some time mastering it!

In the second minigame, your objectives are the same:

- Fly through eight rings
- Fly through eight time gates
- Shoot eight targets (may use missiles or bombs)
- Shoot eight gnors (may use missiles or bombs)
- Shoot eight vultures (use missiles)

The locations of these items have changed, and now you have a mere 1:42 to complete everything! Some notes on target placement:

- The gnors are all clustered on the central castle. Shoot them off the walls and towers. Look for gnors on the tallest towers and hidden under arched doorways.
- Targets appear on the outlying rocks; one rock has four targets placed around it. You must circle that rock.
- Time gates are generally outside the central castle.
- Rings are packed closer together but are harder to take in a straight line because of their strange angles. Do your best to get them all at once.
- Vultures fly a more random route, weaving into the central castle and then out again. Keep your eyes peeled and shoot them while you're doing other tasks.

Cruise ahead and slightly left, gunning down gnors and vultures in your immediate path. Destroy the pair of targets, then angle left to fly through a time gate next to them.





### Sgt. Byrd Minigame: Island Speedway 2 (continued)

Veer up and sharply to the right. Swoop through two time gates and then veer down. Fly through the big mess of rings as best you can. Notice the two rings hidden in stone arches!



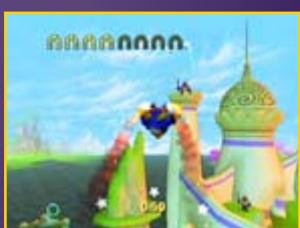
When the rings are gone, fly along the outside of the central island. Fly through a couple more time gates, including one above a stone arch that contained a ring. Shoot

vultures and gnorcs that appear in your path.

Up ahead is a rock pillar with four targets spaced evenly around it. Circle the pillar, blasting the targets.



Complete your circuit around the main island, shooting vultures and targets and finishing off the time gates. Then turn to the castle on the main island and gun down gnorcs. Don't miss the ones on high towers or the one partially hidden under a gateway.



Mop up any stray gnorcs or vultures in time and win the minigame! Don't be surprised if you have to try this one several times.

## Back in the Dragon Village

When you're done with Sgt. Byrd, you find yourself back in the area with the wooden platforms. Look for a destructible wall. Charge the wall and run through a tunnel to a small area with some gnorc archers.



Destroy the gnorcs and collect a blue dragon egg from a grate in a small stream.



Hop up some ledges into a red building. Jump to collect a light gem and fall through the floor. This is the Professor's lab! Talk to him and he opens a door for you.

The door leads out to where you first started the game. Buy a lock pick from Moneybags and then take the once-locked gate back to Ember and her dark gem. Destroy this third and final dark gem to repair the broken bridge.





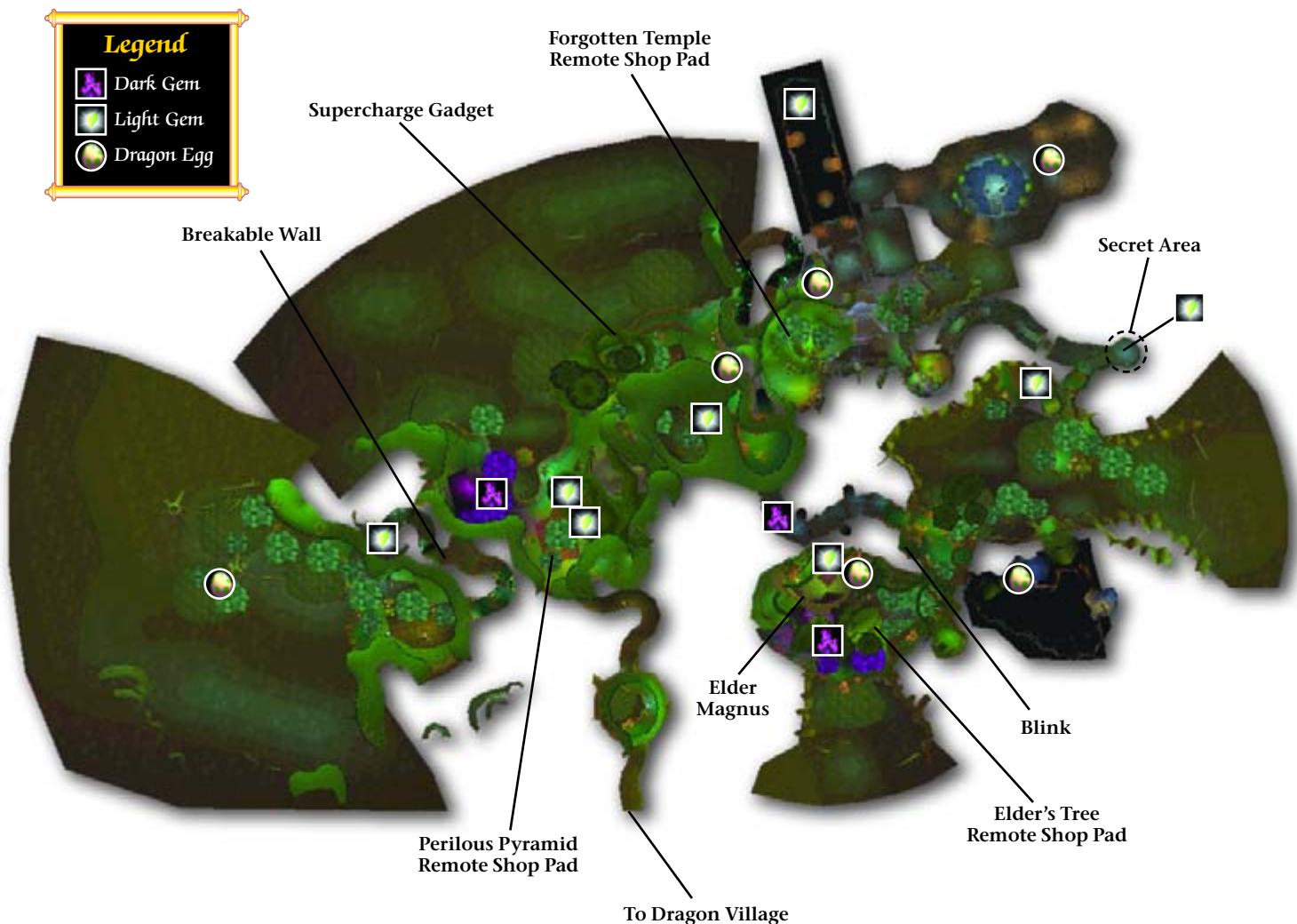
Cross the broken bridge and unlock the locked chest on the other side. You gain a light gem.

Keep going through the tunnel. Hop on a blue platform and ride it across a gap. Hop off and keep going until you're in the Crocovile Swamp.



## The Crocovile Swamp

You now enter the Crocovile Swamp, a place that's dangerous and somewhat confusing at first.





Cruise through a room filled with tentacles, picking up a flame bomb along the way. You emerge in a big open area that has a remote shop pad (called Perilous Pyramid, as you'll see if you stand on it). Buy a lock pick if you don't have one.



Beyond the Perilous Pyramid Remote Shop Pad, smash a dark gem. Pillars rise from the swamp. Jump up the pillars and enter a tunnel.

Look for a breakable section of wall in the tunnel. Charge it and unlock the locked chest to grab a light gem. Then return to the main tunnel and follow it.



You emerge in a small area with fodder and spiders. Jump around the corner to the left and activate a firecracker, destroying a strong chest on the area's right side.



**Tip**  
There's an infinite supply of spiders here, so don't get caught up in trying to kill them all!



Explore the area's right side. Jump out across wooden platforms to collect a green dragon egg.

Return to the Perilous Pyramid Remote Shop Pad. Near the shop pad is the pyramid itself, which actually looks more like a pile of rock ledges than a pyramid. Get to the top of the pyramid and look around for a cannon on a floating ledge.



**Note**  
Notice the strong door set into the pyramid's base. You can't open it yet—you must use the supercharge gadget, and you won't have enough light gems to power it for quite a while.



Glide across to the cannon. Aim the cannon at the pyramid's top and blow it apart (it takes two hits). This reveals a light gem; get back on the pyramid to collect the gem.



## Tip

You can also open strong chests with the cannon. In fact, always look for strong chests when you've got a cannon. There are often a few in the area.



Cruise through a tunnel near the locked chest. You emerge at the Forgotten Temple Remote Shop Pad. Destroy some Jupiter dragon traps (they're fire-breathing plants), and horn dive a ground target to your right. This drops the gate of the nearby temple.



Drop back down and explore the rest of this area, moving northeast. Notice a distant ledge with a light gem; you can't get there yet.



Locate one of the Professor's gadgets: the supercharge gadget. He tells you that you need 40 light gems to power it. Looks like you'll be coming back *much* later for that!



Go up to the temple entrance. Notice that a door still blocks it. Horn dive a ground target to the door's right to open it.



Inside the temple, open a pressure-plate gate to your left. Pick a locked chest to score a pink-and-orange dragon egg.



Hop up some nearby ledges and open a locked chest with a patchwork quilt behind it to score a pink dragon egg.



**Note**  
The room to your right contains a door activated by four electrical switches. You can't trigger the switches until you have electrical breath, so we'll ignore them for now.





Now open the other pressure-plate door. Ahead is a series of platforms with swinging blades and crocodiles. Cross these platforms to score a light gem. More crocodiles appear after you grab it, so be careful getting back.

Exit the temple and take a tunnel filled with spikes and spinning obstacles. Partway along the tunnel, look for a stone in the wall that's bluer than the rest. Charge it to reveal a secret area that has a light gem.



Follow the tunnel to another swampy clearing. Explore it. Notice the spin poles on the far wall; you will get to use them later.



Look for a series of low platforms that rise from the mud and sink back down after a few seconds. Cross them as soon as they rise. Then hop up some steps to a small tower to grab a light gem, and drop back down to familiar ground.



**Tip**  
You need to bounce off only one or two of those rising platforms to cross the mud. If you try to land on too many of them, you'll take too much time and they'll sink.



Explore this area some more. You'll find a cage with Blink the Mole. Hop on a trigger to free Blink. Talk to him to access his minigames.



## Blink Minigame: Completely Swamped 1

Blink's minigames are not much different than the main game—the big difference is that you control Blink instead of Spyro. Your task in Blink's games is to destroy every dark shard in the cave.

For this first minigame, you must destroy five dark shards.



Collect treasure from boxes, and double jump onto a ledge. In the next room, notice the tentacles and fodder.



Use your special goggles to scan for a place to dig—a pile of rocks on the wall that shows up bright through the goggles. Dig through the wall.

## Blink Minigame: Completely Swamped 1 (continued)



Grab bombs from the bomb dispenser in the next room. Plant a bomb on the cracked wall to detonate it, and then destroy crates in the chamber beyond.

### Tip

You don't have to run from explosions. Just duck, and they won't hurt you.



### Tip

Bomb dispensers don't just give you ammo: they're also save points. If Blink is killed, he can reappear at the last bomb dispenser he used. Any dark shards he destroyed before touching that bomb dispenser stay destroyed—so you don't have to go back and do everything again. Visit bomb dispensers regularly, just to save your progress.

Go back to a pair of ladderlike walls. These are sticky walls; Blink can jump back and forth between them in order to climb. Climb them and destroy your first dark shard at the top. Notice the sticky ceiling here, but don't climb across it. Instead, drop to the floor. Destroy a tall stack of metal crates with bombs. Then bomb the dark shard behind the crates.

### Note

We call the ladderlike ceilings that Blink can hang from (and move across hand-over-hand) "sticky ceilings." Similarly, "sticky walls" are the ladderlike walls that Blink can jump back and forth between in order to climb. Finally, Blink can hang on the side or bottom of certain moving rocks. We call these "sticky rocks."



## Blink Minigame: Completely Swamped 1 (continued)

Jump up a pair of sticky walls. Upstairs, you'll see another pair of sticky walls. Climb them to reach a big chamber with the third dark shard at the far end. Jump and cling to a sticky ceiling rock that's traveling back and forth across the room. Shoot spiders while you cross. Destroy the dark shard with a bomb.



### Tip

If you fall to the floor, just shoot the critters, get back up, and try again.



Backtrack and drop back down one set of sticky walls. Look for a spot in the wall where you can dig. Tunnel through it.



You emerge in a big area with sticky rocks sliding back and forth through the air. Destroy the dark shard near your feet; that's the fourth one.



Ride across the pair of sticky rocks to the other side of the room. (Ignore the platforms leading up to the ceiling.) On the other side, shoot some spiders, drop down between a pair of sticky walls, and detonate the final dark shard to collect a blue dragon egg.



## Blink Minigame: Completely Swamped 2

This minigame takes place in the same locale as the first one. You must destroy 10 dark shards this time. Also, there's no fodder, so you must be more careful.

Remember that bomb dispensers act as save points. It's important to visit them regularly on tough Blink levels to save your progress.

Follow the same routine as last time to reach the bomb dispenser. Destroy the breakable wall near the dispenser; there's a dark shard behind it now. Destroy the shard and bounce up the sticky walls. Destroy the dark shard near the spider generator and the sticky ceiling.



Drop down instead of taking the sticky ceiling. Destroy a dark shard down here, then detonate metal crates and destroy another dark shard behind them (your total is now four).



Bounce up two sets of sticky walls. Ride the sticky, moving ceiling rock to get the fifth dark shard. Then drop back down one set of climbing walls.

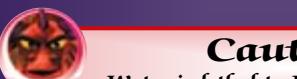
### Blink Minigame: Completely Swamped 2 (continued)



Dig through a soft spot in the wall to enter the cavern with two floating sticky rocks. Destroy a dark shard right next to you, then ride one of the floating rocks and destroy a dark shard on the side wall. That's seven.



Ride the second floating rock to the cavern's other side. Jump down between a pair of sticky walls. Destroy spiders and a shard. Jump across several platforms to an island in the cavern's middle to destroy another shard; now you have nine.



**Caution**  
Water is lethal to Blink, so avoid it.



Get back to the sticky walls and jump up. Look for a series of floating platforms in the cavern's middle. Jump up these platforms to reach the top. Destroy the tenth dark shard up here to win the minigame and collect a light gem.



## Back to the Swamp

You've got everything Blink can give you. Return to Spyro and explore the rest of the swamp.

Take a tunnel to Blink's left. It leads to the Elder's Tree Remote Shop Pad. Stock up on useful gear.



Jump the rest of the way up the inside of the tree. Collect a light gem from the topmost ledge, across from Magnus' bed.



### Tip

Break open a secret panel at the base of the huge tree to collect gems.



Destroy the dark gem in front of the Elder's tree. The tree opens. Go inside and Elder Magnus teaches you how to pole spin.



Exit the tree and look for poles near the Elder's Tree Remote Shop Pad. Spin up the poles to collect gems, including ones from the strong chest you just hit with a firecracker.



Pole spin up the inside of Magnus' tree. Partway up, break a wall to collect an orange dragon egg. Also light a firecracker, which destroys a strong chest across from the tree.



Return to Blink's cage. Spin up the poles next to his cage and follow the tunnel, watching out for spider attacks. Destroy the swamp's third and final dark gem in here.



A wall crumbles. Drop through it and talk to Farmer Frederick. He asks you to clear his land of critters.



## Farmer Frederick Minigame: Critter Calamity 1

In this minigame, you must gun down critters as they try to steal Frederick's piles of supplies.

You man a gun turret in this game. Shoot critters before they reach the food lying near the bottom of the screen.

This is a simple game. First, a wave of blue critters attacks. Then comes a wave of bats. Then more critters. Shoot them all and you're done.

The green bar fills in as you destroy bats and critters. If critters steal food, the red bar fills in. You lose if the red bar fills entirely.

Target the critters nearest the food first. If there's a break in the action, look at the radar and shoot at more-distant targets.



The farther away the target, the more you have to aim in front of its current position (a.k.a. "lead it") to hit it.



## Farmer Frederick Minigame: Critter Calamity 1 (continued)



When all critters and bats are slain, you win a dragon egg.



## Farmer Frederick Minigame: Critter Calamity 2

Time for more of the same! In this minigame, the bats and critters attack simultaneously instead of in waves. Just stay on your toes and you'll do fine.

The attacks are more intense this time, so keep a sharp lookout on the food. Shoot the critters closest to the food first.



When you vanquish all the critters, you receive a light gem.

## Finishing Up in the Swamp



Lily pads have appeared in the mud near Frederick. Use them to reach a ledge that has a light gem.



Upstairs, jump across platforms, avoiding pendulums. Charge into a fragile gate to collect a blue dragon egg.

There's still one set of spin poles you haven't climbed. It's in the general vicinity of Blink's cage. Locate and jump up these poles.



You're done with the swamp for now. Return to Dragon Village via the same tunnel from which you came.



## To the Ball Gadget!

Back in Dragon Village, find the Professor's ball gadget. You couldn't get in before because you needed eight light gems; you've got them now, so climb inside!



Make your way to the other end of the ball-gadget course. You can hop, speed up, or slow down with different buttons. Early on, you'll need to roll up a ramp and hop across a gap.



### Tip

Before entering the ball gadget, visit Moneybags' village depot and buy a keychain and extra lock picks.



Later on, you'll need to reach a higher ledge. Roll up onto the curved wall and then jump to reach the ledge.





Exit the ball gadget through the hole at the end of the course.



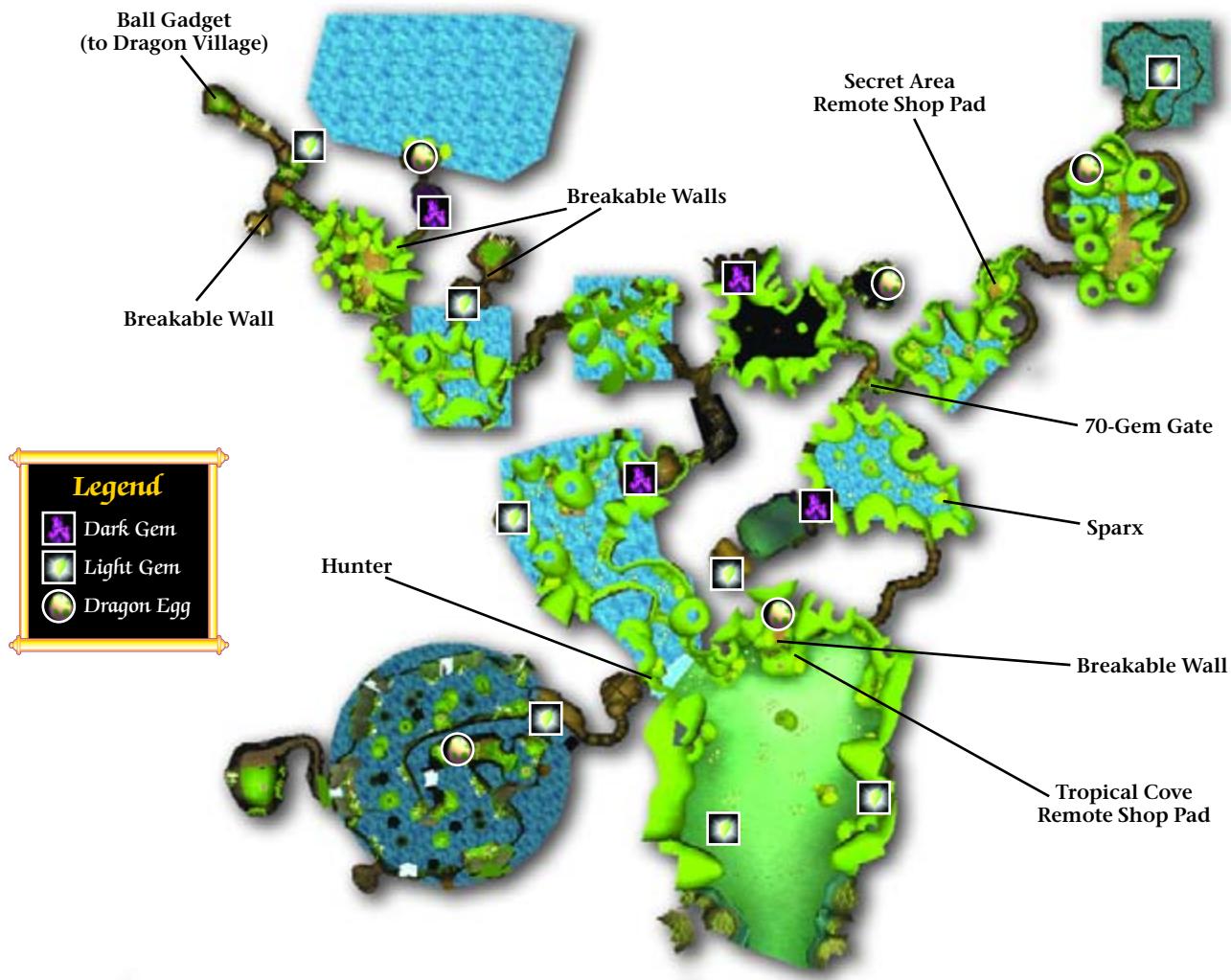
### Tip

If you accidentally go back into the hole from which you entered, you'll end up back in Dragon Village. Remember: The ball gadget is both a way of collecting gems and a way of moving between two places.



## Dragonfly Falls

If you came out on the proper end of the ball gadget, you'll be in Dragonfly Falls.





Move down the tunnel. At the first save point, turn around and jump across a gap to a locked chest. Grab a light gem from it, then jump back across and break a wall to grab treasure from a secret room.

Move out of the tunnel onto the grass. Look for a slightly elevated ledge with a breakable wall. Charge the wall, fry some bats, and destroy the dark gem back there.



A passage opens up when you destroy the dark gem. Go through it to claim a pink dragon egg.

Get back on the main path. Go past the Steep Canyon Remote Shop Pad, and fight an angry shepherd and his goats on the bridge.



Hop off the bridge and horn dive a ground target to raise a wooden platform. Man the nearby cannon and shoot open the strong door across the way.

Jump onto the wooden platform you just raised; from there, jump through the blown-open strong door. Grab a light gem. Smash a breakable wall to collect extra treasure, and then return to the bridge.



Run past the bridge into another bridge area. Jump from ledge to ledge, collecting gems, then move on.



Enter a tunnel. Veer left when it forks (away from the spikes). You emerge in an area with circling vultures.



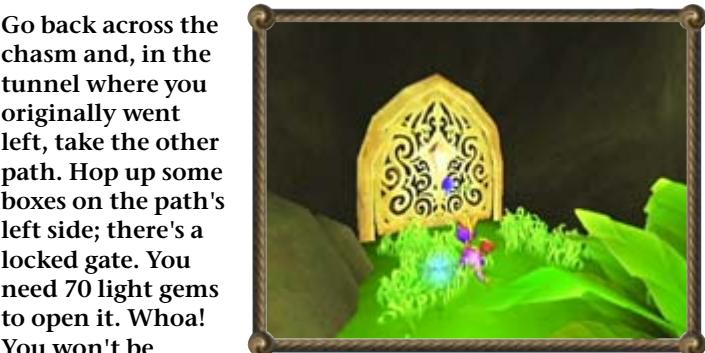
Jump to a ledge on your left that has a dark gem. Destroy the gem, which reveals a cannon. Man the cannon and aim at the boulders beneath a second cannon. Repeatedly blast the boulders until they're gone and the other cannon rests on the ground.



Jump across to the other cannon and man it. Shoot a boulder that blocks a platform. Then gun down the vultures. It takes careful aim!



Jump across the platforms you just cleared and veer left. Jump a chasm and collect a green dragon egg from a gigantic vulture's nest.



Go back across the chasm and, in the tunnel where you originally went left, take the other path. Hop up some boxes on the path's left side; there's a locked gate. You need 70 light gems to open it. Whoa! You won't be getting in there anytime soon. Just remember it for later.



Get back down and keep following the tunnel. In the next big clearing, which features a huge dragon elder statue, veer right and get on a platform with a dark gem. Destroy it. This fills the area behind it with water.



Dive into the water and swim around a bit. Notice the yellow seahorses, which are fodder. Look for a breakable wall under the water.



Swim into the breakable wall to obliterate it. On the other side, get out of the water and collect a light gem. Then return to the cavern with the statue.



On the other side of this cavern, approach a crack in the wall with a sign planted near it. Sparx appears and offers to fly in there and grab some loot. Accept his offer.

## Sparx Minigame: Cavern Chaos 1

In this minigame, you control Sparx as he flies down a tunnel. You can't prevent him from going down the tunnel, but you can move around, speed up, and slow down. Your goal is just to survive to the end.

Numerous enemies will attack. Mostly they are blue or yellow moths. There are also spiders, which shoot webs.

Here are some tips for succeeding in Sparx's minigames:

- If enemy moths get too close, just avoid them. Don't risk getting hit. The same goes for any foe that gets too close.
- Shoot moths if they're far away. Shooting the whole cluster can produce a power-up.
- Spiders are much deadlier than moths, so target them immediately.
- Use smart bombs to clear the screen when you're cornered.
- Use missiles to thin out big clusters of moths.
- Collect blue vials to get power for your boost (speed up) and brake (slow down) abilities. Collect rapid-fire barrels to temporarily speed up your basic shot. And collect yellow butterflies to restore Sparx's health.
- The blue bar is your fuel. Using boost and brake lowers your fuel level; your meter automatically refills as you go along, though.
- The red bar is your shot power. It'll decrease no matter what you do after grabbing a barrel, so just keep constantly shooting!
- When bombs or rocks fall from above, fly low, stick to one side, and use boost to get through the area quickly.



Gun down waves of moths. Target spiders as soon as they appear.

## Sparx Minigame: Cavern Chaos 1 (continued)



Fly low and fast, and stick near the right wall to avoid falling bombs. Boost your way through this!



Collect butterflies to stay healthy. When you reach the end, you receive a dragon egg.



## Sparx Minigame: Cavern Chaos 2

Sparx's second minigame is a lot like the first one, but with more enemies and fewer power-ups. The reward is a light gem.

In addition to moths and spiders, look out for lizards on the ground.



If you don't destroy an enemy fast enough, get as far away as possible and try to dodge it. All enemies' attacks can be dodged.



### Sparx Minigame: Cavern Chaos 2 (continued)



It's OK to hit the floor or cavern walls. You'll get jostled around, but it doesn't take away health.



Make your way through this level and you collect a light gem.

Hop onto the nearest floating wooden block. Vultures come toward you one by one. Double jump and float down, breathing fire to scorch them all. When they're gone, cross the platforms and grab a light gem from a little island.



Jump back across the platforms and look for some ledges by a small waterfall. Jump up and look for Hunter. Jump across to him and talk to him. He offers to explore an area for you; let him.



## Back to Dragonfly Falls



Take the tunnel near Sparx's minigames. It leads to a massive area with lots of water. Fly down to a locked chest on the left-hand wall and grab a light gem from it.

### Hunter's Interlude



Take Hunter up a series of platforms, practicing his moves. The most important ones are his double jump and his bow attack. Note that you can aim the bow precisely by switching to first-person perspective.



Keep climbing platforms. Use first-person perspective to pick off enemies before you reach them—especially the archers. When you reach a platform near a waterfall, jump through the waterfall to access a secret cave with treasure.



#### Tip

Avoid swimming out here, or you'll be eaten by schools of deadly piranfias! Also, notice the Tropical Cove Remote Shop Pad and the wall-kick ladder leading up beside it. Wall kick is a move you haven't learned yet, so you can't get up there yet.



#### Tip

There's an explosive arrow in here. These arrows can break open any chest except a locked one, and will also destroy breakable walls.

## Hunter's Interlude (continued)

### Tip

There are a couple of containers placed on ledges that you can't reach. Shoot them to collect their treasure. You'll need to use an explosive arrow if the inaccessible item is a metal chest.



Jump back through the waterfall and look for a climbing wall, which Hunter can cling to. Climb along it, collecting gems and another explosive arrow. Then return to where you started from.

Jump up a series of platforms, shooting enemies. When you see circling vultures, shoot them in first-person mode. Then jump across and grab a dragon egg from their nest.



Hop down a few more platforms, and you'll find a light gem. Grab it and drop down. You're back near the start of this area. Return to Spyro and take control of him again.



Look for a moving platform in the sky. This platform travels back and forth between two high ledges. Jump up on the ledge you can reach, glide from there onto the platform, and then jump onto the second ledge, which contains a dark gem.



Destroy the dark gem, then find the updraft (also known as a thermal) nearby. You can ride updrafts like elevators. Get in it and float up.



The updraft takes you to a tunnel. Follow it, avoiding obstacles. Go left when it forks. Go back to the ball gadget.

## Back to Spyro



You're Spyro again. Veer left and proceed to a big area you haven't been in yet. Explore it. Note the wall-kick area. You don't know how to wall kick yet, so you'll have to come back and deal with this later.

## Finishing Up

You've done everything you can in the Dragon Kingdom—at least for now. Later, when you've acquired more light gems and new skills, you can come back and unlock secret areas you can't reach yet.



Take the ball gadget back to Dragon Village and approach the dark gem force field with the tentacles. Now that you've destroyed all the dark gems in Dragon Kingdom, the tentacles disappear and the force field drops. Go inside.



Talk to Flame, then collect an orange dragon egg. Follow the path to Gnasty's Cave.

## Boss Fight: Gnasty Gnorc

Gnasty Gnorc is big and durable, but he isn't too bright. Check out the sidebar for the complete lowdown on Gnasty.

### Gnasty Gnorc

Gnasty Gnorc has a variety of attacks, but he initiates them all the same way: by pounding his mace on the ground. When the mace hits the ground, different things can happen. Here's a list of his attacks, and how to avoid them:

- **Shockwave:** A shockwave ripples out from the mace. Jump over it.
- **Vertical bars:** Three vertical bars of energy fly from the mace head. Move sideways while jumping to avoid them.
- **Triple shockwave:** Three successive rings ripple out from the mace. Double jump and glide to stay airborne, thus avoiding them.

### Gnasty Gnorc (continued)

- **Shockwave with vertical bars:** Jump while moving sideways to avoid this combination attack.
- **Falling boulders:** The mace brings down a cascade of boulders. Slowly walk sideways, watching for boulders' shadows. Avoid the shadows, and run if one is coming down on you.
- **Electric bolt:** Gnasty points the mace and electricity springs out. Running sideways and staying away keeps you safe.
- **Electric burst:** A burst of electricity comes out of the mace. Stay away to avoid it.
- **Electric waves:** Three waves of electricity come out of the mace head. They either stay at ground level (double jump and glide to avoid them) or go from low to mid to high (jump once and then dive).

That's a lot of attacks, and it makes the fight sound complicated—but really it's not. Most of the time, all you have to do is run circles around the outside of the arena. When Gnasty swings his mace into the ground, double jump and glide while still moving sideways. Staying airborne and constantly moving sideways allows you to avoid most attacks.

The exceptions to this rule are falling boulders and rising electric waves. When the boulders fall, keep moving but don't jump. Instead, watch for boulder shadows and avoid them. For the rising electric waves, jump the first one and then fall (or dive) to the ground, letting the others go over your head.

If you get hit, no big deal. There are butterflies around the edge of the arena, so you'll get chances to restore Spyro's health.

Every so often, Gnasty gets his mace stuck in the ground. When that happens, get behind him and charge into his polka-dotted boxer shorts to knock his health down a peg.

It takes nine charges to defeat Gnasty, but there's a save point after you've hit him three times, and again after six—so you don't have to start all over if you get smacked down late in the fight.



Run circles around the edge of the arena, staying as far from Gnasty as possible. Get airborne when he attacks.



After you hit Gnasty six times, he starts using electrical attacks. Keep jumping when he attacks, but be prepared to dive immediately if he shoots a rising electric wave.



When Gnasty's mace gets stuck in the ground, run behind him and charge into his backside.



Gnasty falls when you've charged him nine times. You're then rewarded with electrical breath.

At first, Gnasty's attacks are mostly assorted shockwaves.



Jump on a platform and zap the electrical switch with your new electrical breath to make it move. Zap the switch a second time when you're halfway across. Jump off when you're close enough to the other side.



After you've successfully charged Gnasty three times, he starts to mix falling boulders in with the shockwaves. Keep moving and avoid the boulders' shadows.



Exit Gnasty's Cave. The Professor greets you and says that you can now visit another realm. Stand on his teleporter gadget, activate it, and select Lost Cities.

## To the Lost Cities

With Gnasty defeated, it's time to move along.



## Light Gems

You've already grabbed most of the light gems in Dragon Kingdom if you followed our walkthrough. But here's a complete rundown so you can go back later and grab any you missed.

Gems that *weren't* covered in the walkthrough are marked with an asterisk and are explained in greater detail than ones that were covered.

### Dragon Village Light Gems

1. In the nursery, next to the Nanny.
2. Above the first double jump ledge, in a locked chest.
3. In a pink tower. Raise wooden platforms with a wall-mounted target to reach it.
4. Reward for Sgt. Byrd's second minigame.
5. Top floor of the Professor's lab.
6. Locked chest on the other side of the broken bridge.

### Crocovile Swamp Light Gems

1. In locked chest, behind breakable wall, at the map's western edge.
2. Inside the top of the pyramid. Shoot it open with a cannon to get the gem.
3. Inside the forgotten temple, at the end of a series of platforms.
4. Enter a corridor between the forgotten temple area and the Blink area. Look for a blue stone in the wall. Hit it to reveal a secret area with a light gem.
5. A series of low platforms rise and fall from the mud near Blink the mole. The gem is in a small tower on the other side of the platforms.
6. Reward for Blink's second minigame.
7. At the top of the Elder's tree. Pole spin to the top to reach it.
8. Reward for Farmer Frederick's second minigame.
9. On a ledge, above the lily pads near Farmer Frederick.
- \*10. Activate the lone supercharge gadget in the level. While supercharged, break the strong door in the base of the pyramid, next to the Perilous Pyramid Remote Shop Pad.



### Dragonfly Falls Light Gems

1. In locked chest near ball gadget.
2. Behind a strong door across from a bridge. Shoot the strong door open with a cannon.
3. Destroy the dark gem in the room with the big crocovile statue. Then swim in the pool behind it and break the underwater wall. The light gem is behind the wall.
4. Reward for Sparx's second minigame.
5. In a locked chest on the eastern edge of the big piranha-filled lagoon.
6. On an island at the end of the floating wooden platforms, in the big piranha-filled lagoon.
7. At the end of Hunter's area.
- \*8. There's a wall-kick surface in the west-central part of the map. Locate it and wall kick up to a ledge. Then jump to the opposite ledge to grab the light gem.



- \*9. Go through the locked gate that requires 70 light gems to open. In the clearing beyond, jump through a waterfall into a secret tunnel. Cross a bridge and look for a destructible wall. Break the wall, zap some bats, and collect the light gem from a pedestal.



## Dragon Eggs

You've already grabbed most of the dragon eggs in Dragon Kingdom if you followed our walkthrough. But here's a complete rundown, so you can go back later and grab any you missed.

Dragon eggs that *weren't* covered in the walkthrough are marked with an asterisk and explained in greater detail.

### Dragon Village Dragon Eggs

1. Follow the ledges past Hunter. The dragon egg is on the ground.
2. Locked chest near the ball gadget.
3. From a tower near Sgt. Byrd's. Charge a wall-mounted target, jump two wooden platforms, and destroy a dark gem to get access.
4. Reward for Sgt. Byrd's first minigame.
5. From a grate in a small stream.
6. Behind the dark gem force field on the way to Gnasty's Cave.

### Crocovile Swamp Dragon Eggs

1. In the swamp at the map's western edge, at the end of several wooden platforms.
2. In a locked chest near the supercharge gadget.
3. In a locked chest in the forgotten temple.
4. Reward for Blink's first minigame.
5. Partway up the Elder's tree, behind a breakable wall.
6. Reward for Frederick's first minigame.
7. At the top of some spin poles near Blink's area, behind a fragile gate. Charge the gate.
8. Open a door in the lost temple by zapping four electrical switches in the corners of the room. Beyond the door, locate and smack an egg thief with a white egg.



### Dragonfly Falls Dragon Eggs

1. Behind a breakable wall near the first dark gem, fairly close to the ball gadget.
2. In a giant vulture's nest, past the rock-dropping vultures.
3. Reward for Sparx's first minigame.
4. From a vulture's nest in Hunter's area.
- \*5. Go to the big watery area in the southeast. Find a wall-kick surface next to the Tropical Cove Remote Shop Pad. Wall kick up there and break a wall to grab the egg.



- \*6. Go through the door that requires 70 light gems to open. In the clearing beyond, jump through a waterfall into a secret tunnel. Cross a bridge and look for a gem thief in a little side tunnel. Smack him to grab the egg.



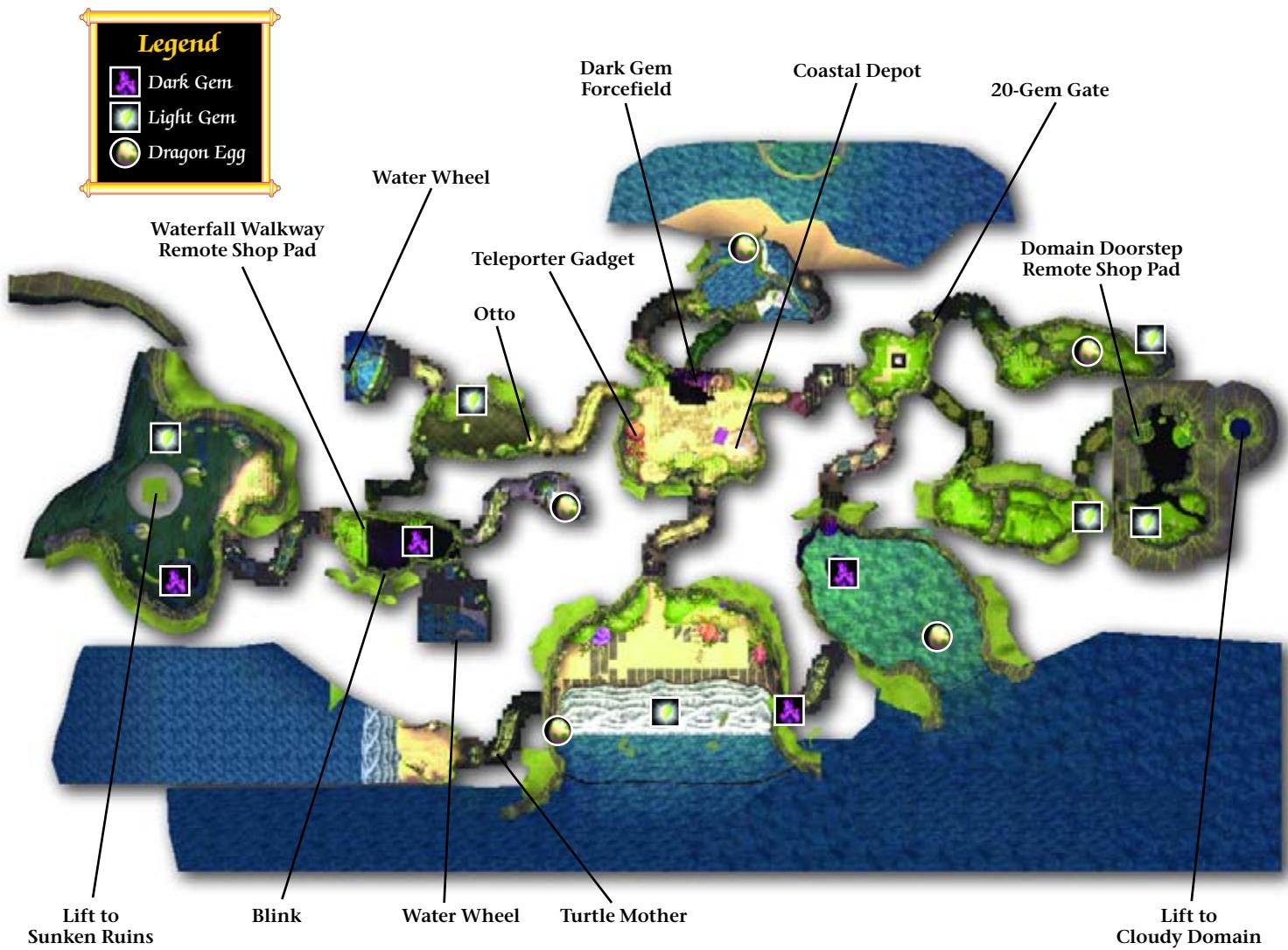


# Lost Cities

These next few levels take you deep underground, high into the air, and everywhere in between. The difficulty is somewhat harder than that of Dragon Kingdom, so be prepared for a challenge.

## Main Walkthrough

### Coastal Remains



You emerge in Coastal Remains. Nearby is the Coastal Depot, Moneybags' main store in this realm. Grab treasure from various containers in this area, including a locked chest.



Back at the Professor's teleporter gadget, take the first tunnel to the teleporter's right. Fight crabs in the tunnel and emerge near Otto the surfer. Talk to him.

Otto wants you to raise the lake's water level. For now, jump into the drained lake and collect treasure. Then go to the lake's other end and jump out on the right-hand side.



Follow a tunnel to a giant water wheel. Jump up on the stones on the wheel's left side and from there onto the leftmost of the two wooden poles sticking out of it.



Turn the water wheel by quickly jumping from pole to pole. A meter appears, showing your progress. If it's not filling fast enough, pick up the pace of your jumps. Eventually you activate the wheel, and the water level in the lake rises slightly.



**Tip**  
The water is now higher, but you must raise the water level with a second device before it's high enough to please Otto.



Go back to the lake and take another tunnel. It leads you south to an open area with fodder and the Waterfall Walkway Remote Shop Pad.



There's a dark gem in this area. Destroy it, and two paths appear in front of you. Take the leftmost path.



Find a pair of platforms with electrical switches beneath them. Quickly hit both switches with electrical breath, hop onto a ledge, and jump across the platforms to get a blue dragon egg.

**Tip**

Try to be fast; the platforms will drop after a few seconds.

Go back and take the other path. It leads to a giant water wheel, slightly different from the other one. This one has three platforms instead of two poles. Jump up onto the stones nearby, then onto the rightmost platform.



The wheel starts moving. Every time a platform appears on the right, single jump onto it. Do this every time a platform rotates into view on your right. Eventually the wheel turns fast enough to fill up the lake the rest of the way.



Though you could do it later, go back to Otto and talk to him. He gives you a light gem as a reward.



There's another light gem nearby, on a ledge above the lake. Hop up a series of ledges (from low to high) to reach the gem.

Return to the remote shop pad (Waterfall Walkway) where you destroyed the dark gem. Look for Blink the Mole and talk to him to play his minigames.



## Blink Minigame: All Washed Up 1

Your goal, as in all Blink minigames, is to destroy dark shards. This time you'll need to blow up five of them.

### Blink Minigame: All Washed Up 1 (continued)

Explore the first big chamber. There are two dark shards in here: one on ground level and one up high. Grab bombs from a bomb dispenser on ground level, and blow up the lower shard.



#### Tip

*Note the dirt piles on the ground. You can dig these up to collect gems.*



Jump up on some pedestals, then onto a rising platform, and ride across the room on two sticky rocks. Destroy the second dark shard up here, then drop down and dig through the wall to a second cavern.



There are three dark shards in this new cavern: one up high and two on the middle level. We'll get the high one first. Throw a bomb onto a nearby mine, then hop onto the platform you just cleared.

Wait for a rock to descend. Jump on it and ride it up. Take two sticky ceilings across the cavern, shooting spiders as you reach the other end. Then hop off and detonate the dark shard up here.



### Blink Minigame: All Washed Up 1 (continued)

Backtrack across the sticky ceilings and get back down to the bomb dispenser. Look for a pair of moving sticky rocks that can take you across the cavern again—this time, on the middle level.



Ride across both sticky rocks. Jump off and shoot spiders, then hop over to this cavern's second dark shard (your fourth) and destroy it.



#### Tip

*The bats flying around here are fodder. Aim with your night vision goggles and shoot them with your laser blaster if you're low on health.*



There's one more dark shard, but you have to blow up a mine to reach it. Stand near the edge of your current platform and hold down the trigger to throw a bomb as far as you can, sticking it on the mine.



Jump over to the final dark shard, using the platform you just cleared.



### Blink Minigame: All Washed Up 1 (continued)



Detonate the final dark shard to collect a blue dragon egg.

### Blink Minigame: All Washed Up 2

This minigame occurs in the same place as the last one. There are more enemies now, and you must destroy 10 dark shards instead of five.

Check out the first cavern. There are still only two dark shards in here. Destroy both and then tunnel through the wall to the second cavern.



Collect bombs from the bomb dispenser in the second cavern. Destroy a mine and ride up a moving rock to the top level. Cross two sticky ceilings, and then blow up the dark shard on the top level (nothing's changed so far).



### Blink Minigame: All Washed Up 2 (continued)

Recross the sticky ceilings and go back to the bomb dispenser. Ride across the two moving sticky rocks, and destroy a dark shard on the middle level.



Destroy another mine by standing on the platform's edge and throwing hard. Then jump to where the mine was, hop again to reach the far side, and destroy a fifth dark shard beside the wall. Then dig a hole in the wall.



Now you're in a new cavern that didn't exist before. Shoot spiders, then drop down a level and detonate a dark shard (your sixth). A rock bridge falls. Take the bridge.



Destroy a dark shard on the other side, and collect more bombs. Shoot distant spiders, then jump across a platform underneath a sticky ceiling (you can't actually reach the ceiling from this side).

Shoot more spiders, then destroy a dark shard. Also throw a bomb at a cracked section of wall, destroying it. Shoot more spiders in the distance.



### Blink Minigame: All Washed Up 2 (continued)

The wall you destroyed forms crude steps. Jump onto them, then across a gap. Destroy another dark shard (your ninth), then get on a floating rock that goes up and down, using a metal crate as a stepladder.



Jump up a sticky wall and climb it. Then cross a section of sticky ceiling.



Hop onto a moving rock, and ride it to another sticky ceiling. While hanging from this ceiling, switch to first-person perspective and shoot some spiders on the ground up ahead.



Drop down to where those spiders were, and blow up the tenth and final dark shard to collect your light gem.



Swim around underwater, destroying clams. Notice the submerged dome.



Explore the ruined towers sticking out of the water. One of them contains a light gem; grab it.



There's a dark gem in a ruined building sticking out of the water. Destroy it, and the submerged dome rises into the air.



Jump from the ruins around the dome onto the dome's top. Horn dive the button atop the dome to break the roof. This reveals a platform that leads to Sunken Ruins. Activate the platform to descend.

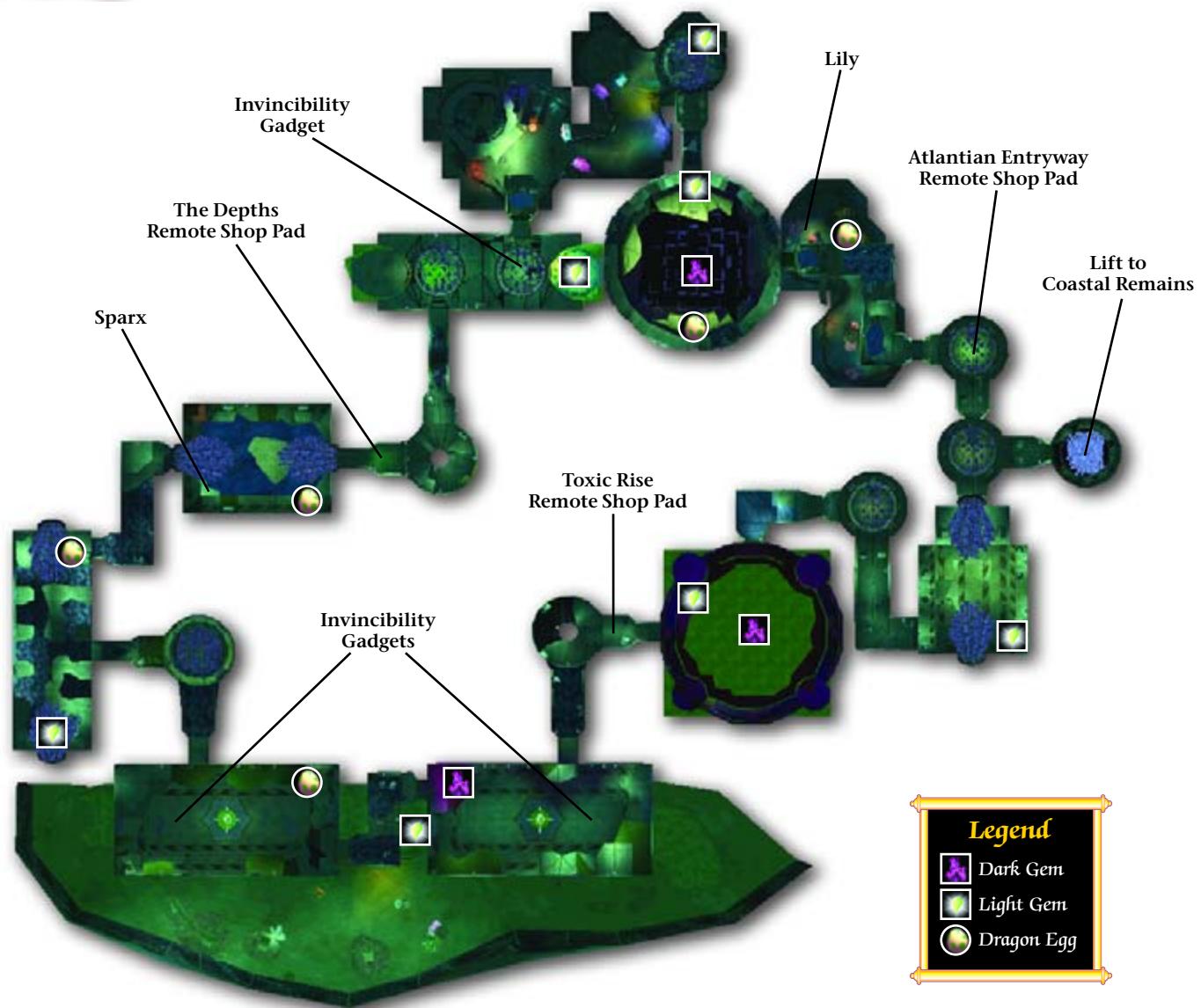
## Back to Coastal Remains

Take a tunnel leading west. Dodge swinging shells and smash a few pygmy cannibals. You emerge near a big lagoon.





## Sunken Ruins



Downstairs, make your way to the Atlantian Entryway Remote Shop Pad. Stock up on lock picks. Past the shop, go through a door and hop in the water.



Underwater, destroy mer-gnors and clams. Also collect gems from green flasks, which are like underwater chests. When you're done, come up through a different hole.





Turn around, get over some rubble, and locate a locked chest containing a pink dragon egg. Then go through a doorway.



You enter a big, circular room that has a dark gem in the middle. Destroy the dark gem to start a fan spinning, creating a thermal (updraft).



There are actually several fans, and they take turns spinning. Get on the lowest thermal and rise to its top. As it falls, look for another thermal and glide to it. In this way, glide from updraft to updraft until you can fly to a high ledge that has a pink dragon egg.

Grab the dragon egg, then glide to the other ledges up here. You'll find a locked chest containing a light gem and a firecracker that destroys several strong chests down below.



Drop down and collect gems, then hop up and exit on the room's north edge. Go talk to Lily, a mermaid sitting by a hole in the floor.



Grab a light gem from a locked chest near Lily. Then, dive into the hole by her feet.



Swim the underwater area, grabbing treasure. Swim into mernoxes to destroy them; avoid jellyfish and puffer fish. Yellow sea horses are fodder. Exit through a hole at the area's other end.



In the next room is an invincibility gadget: it's a pad you can run across and gain temporary invincibility. You can only activate it if you have at least 24 light gems. (If you've been following this walkthrough, you have over 24 light gems at this point, so you can use it.)



Dash across the invincibility gadget and into the nearby hole in the floor, which drops you into a tunnel filled with deadly slime. Quickly turn around and swim full speed to a hole in the tunnel's other end, dodging spinning fans. Get out before your invincibility expires.



Jump onto a pedestal and grab a light gem. A window opens, letting you back out near the invincibility gadget.



Follow the hall and go downstairs to the Depths Remote Shop Pad. Past the shop pad is a room with another invincibility gadget.



### Note

Notice the glowing pipes at the room's other end. This is actually a wall-kick spot—but you can't wall kick yet, so you'll have to return here later.



Examine the room, avoiding the hole in the floor.

Approach the sign in the corner. Sparx appears and offers minigames; go ahead and play.



## Sparx Minigame: Outlandish Inlet 1

The main difference between this set of Sparx minigames and the last set of Sparx minigames is these have deadly doors that open and close. If Sparx gets caught by one of these, he loses all his health, regardless of his current condition. Avoid those obstacles above all else.

The two door types are "iris"-style doors and crusher doors. Shoot a wheel next to the iris doors to open them. The doors gradually close after you stop shooting, so keep shooting them until you reach them to give yourself extra time.

Crusher doors slam open and closed on their own; you can't control them. Just time your approach, and boost and brake to avoid getting squished.

Later on you encounter a fan. Time your flight and boost to avoid getting hit by the blades.

Falling rocks are deadly too. Fly low and hug the extreme left wall to avoid the rocks in this minigame.

Your reward for beating this minigame is a red dragon egg.



Shoot the wheel next to the iris door to force it open. Then use a little boost to hurry through.

### Sparx Minigame: Outlandish Inlet 1 (continued)



Conserve your fuel for hurrying through doors, or for braking when you're about to hit one. Deal with falling rocks by flying off to the side.



Focus all your energy on getting through doors. If enemies are a problem, use a smart bomb to destroy them all, then concentrate on getting through the door.

Target spiders and moths while they're distant. Avoid them if they get too close.



### Sparx Minigame: Outlandish Inlet 2 (continued)

After receiving your dragon egg, play Sparx's second minigame.

This game is much like the first but with fewer supplies. There are also a few lizards on the ground near the end, but overall it isn't substantially harder than the first minigame.



As before, the doors are your first priority. Shoot the wheels to open iris doors, and adjust your speed with boost and brake to get through successfully.

### Sparx Minigame: Outlandish Inlet 2 (continued)



Resources are limited, so conserve fuel. Boost and brake just enough to get past obstacles.



Shoot spiders and lizards from a distance so you don't have to deal with them up close.

## Back to the Sunken Ruins

Drop through the hole in the floor. Downstairs, follow a passageway to a long, narrow room. Jump up a pile of stone at one end and get a dragon egg from a locked chest.



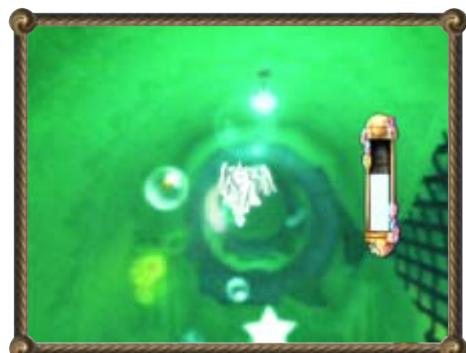
Jump across this room's top, avoiding a series of carved fish that shoot jets of green flame. Grab a light gem at the room's other end.



Get on a seashell platform and activate a switch with electrical breath. Take it up, and jump into a hallway. Follow the hallway to a big circular room with a lift.



Drop to the lift's bottom and exit. You're now in another large room. This one has an invincibility gadget on the floor and several ledges up above.



Run across the invincibility gadget, get into the pool of slime, and swim to the next room. Collect an underwater light gem as you swim. Get out before the invincibility wears off.



The next room is much like the last one, with an invincibility gadget on the floor. One big difference: shards of a broken statue block a door leading north.



Climb up some rubble, jump across a few poles, and horn dive a floor target on a high ledge. This extends jumping poles in the previous room.



Get back down. Run across the invincibility gadget, get into the pool of slime, and swim back to the first room.

Jump up the stones on one end of the room. From here, use the newly uncovered swing poles to jump to another small ledge that has a floor target. Horn dive the target to extend more jumping poles in the next room.



Once again, run across the invincibility gadget, get into the pool of slime, and swim to the next room. Climb up the rubble again, and then jump across all the poles to a second ledge. Destroy the dark gem up here. The broken statue repairs itself, opening up a passage down below.



From this high point, look for a tunnel that leads back to the previous room. Take it. Now you're back in the previous room but up on a high ledge. Ignite a firecracker up here to destroy strong chests down below.



Jump to the other high ledges in this room; one of the ledges has a locked chest that contains a green dragon egg.



Horn dive the floor target. Also notice another electrical switch nearby. Hit it with electrical breath to move a pole closer to your current position. Jump onto the pole, wait for it to move back, and then leap to another ledge. Horn dive the floor target there.

After collecting treasure from both rooms' high ledges, go through the doorway that opened when the statue repaired itself.



Repeat this process to horn dive all four targets in this room. Near one of the targets is a locked chest; open it to get a light gem.



Go through a broken stairwell and past the Toxic Rise Remote Shop Pad. Enter a big circular chamber with a green slime pool in the middle.



When all four targets are activated, a statue with a dark gem rises in the room's center. Destroy the dark gem and an exit opens to the north.



There are four ground targets in this room's corners, each on a ledge.

Follow the corridor, fighting mer-gnorcs, and emerge in a room with a big lift. Jump onto a broken pillar, and from there onto the lift.



Upstairs, open a locked chest that contains another light gem. Proceed north.



Hit a floor trigger, go through a door, and you reenter familiar territory. Take a right to reach the lift that leads back to Coastal Remains.



## Coastal Remains... Again!

Back at Coastal Remains, backtrack to the big central area with Moneybags' Coastal Depot (where you first entered the level). When you get there, turn left and enter the first tunnel (next to the one you came from).



You emerge on a ledge overlooking a lake. Several moving platforms slide back and forth over the lake. Jump from platform to platform, until you reach another ledge. Enter a cave and collect a blue dragon egg. Return to the central area with Moneybags' Coastal Depot.



**Tip**  
These platforms are hard to stay on. If you fall, swim back to the starting ledge and try again—but watch out for schools of vicious piranhas. Stay away from them, and glide as much as possible if they attack.



Buy tribolt ammo and flame bombs at Moneybags' Coastal Depot; then look for a broken red shell that's actually a tunnel entrance (to the left of Moneybags' shop). Take this tunnel.



**Tip**  
If you have lots of gems, consider buying an extra health unit. This gives you a better margin for error throughout the rest of the game.



The tunnel leads to a small clearing, where two small huts generate infinite supplies of pygmy cannibals. Horn dive the huts' tops to destroy them and to stop the flow of cannibals.

To the north is a gate that requires 20 light gems to open. You have more than enough light gems, so go inside.



At the back of this area, take the rock steps up to a little cavern that contains a light gem. Collect the light gem and return to the area where you destroyed the cannibals' huts.



Advance cautiously. There are several gnorc archers on high ledges in this place; they are the most dangerous thing here. Your best bet is to hang back, locate them, and zap them with a tribolt.



Take the southeast tunnel from the cannibal hut area. Jump over patches of deadly quicksand. You emerge in an area with two wooden platforms (currently lowered), a high platform, and a high pole.



### Tip

Use flame bombs if you run out of tribolts. Clearing the archers is your first priority; you're pretty safe after they're gone.



Pass this area and enter a place with ragged windmills. Horn dive a ground target, then charge back to the previous area and jump up the wooden platforms (which have now been temporarily raised) and across to a wooden pole.



There's an egg thief with a white dragon egg running around in here. Charge him to make him cough up the egg.



### Tip

Egg thieves are fast. Anticipate where they're going and intercept them, rather than just chasing them.



### Caution

The platforms sink back down after a short time, so be quick.





From here, jump across a series of poles, avoiding the windmill blades. Collect a light gem from a ledge at the far end.



Take the nearby tunnel. Jump some quicksand. You arrive at the Domain Doorstep Remote Shop Pad. Jump up ledges and hop onto a seashell platform; activate an electrical switch to cross a gap.



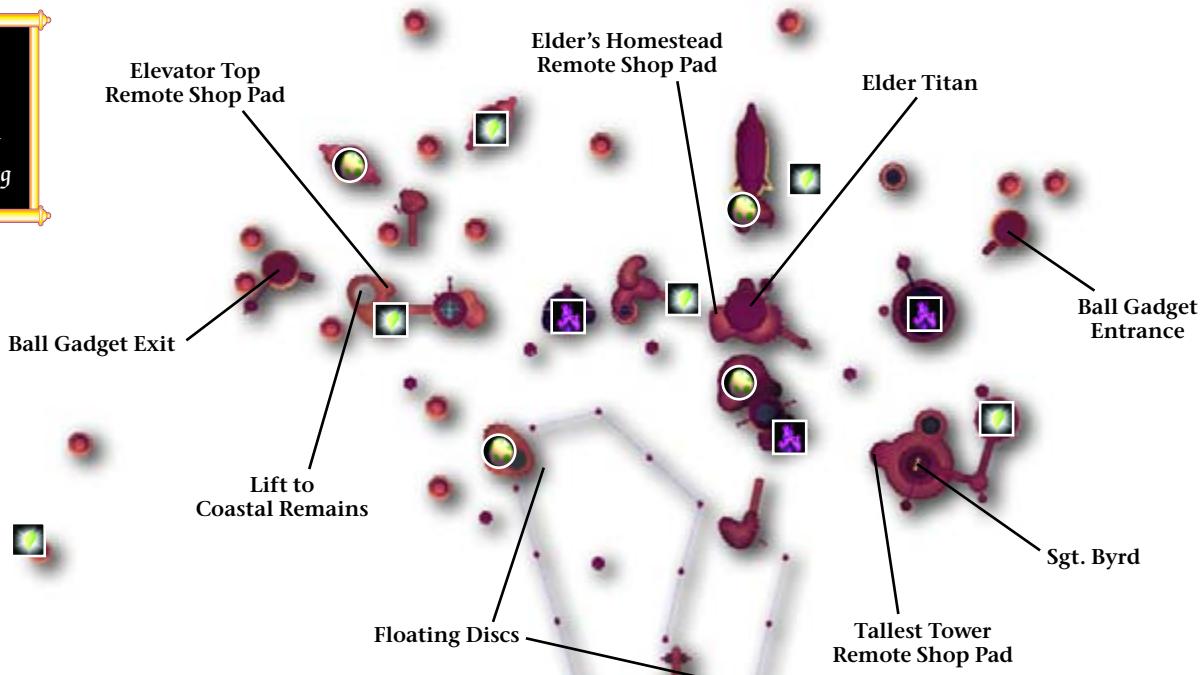
Jump off at the other end. Zap an electrical switch below a seashell platform to raise it. Then quickly jump onto another seashell platform with a switch sitting on it. Zap the switch and ride up. Jump across platforms to reach a light gem on a high ledge.



Find another seashell platform that takes you back across the gap. Back on the other side, look for a massive orange platform with a built-in fan. Get on it and activate it to rise to Cloudy Domain.

## Cloudy Domain

Cloudy Domain is a series of floating platforms. You must jump and glide with great skill to do well here.





At the top, stock up on keys and tribolt ammo at the Elevator Top Remote Shop Pad. Also, grab a light gem from a locked chest.



Horn dive a ground target to drop a floating platform. Jump along a series of moving platforms and grab a light gem.

Follow the walkway into a building that has a wall target and a floor target. Activate both. This opens a door and turns a couple of jets over behind you, revealing more targets.



**Tip**  
Be careful when jumping on the blue ring-shaped platforms. These turn white when you touch them, and then disappear in a couple of seconds. Move quickly!



Make your way back to the Elevator Top Remote Shop Pad.



Go back to those two jets you just turned over. Horn dive the northern one to drop a nearby platform.

Go east. Hop across a pair of moving platforms, frying birdmen as you go, until you reach a platform with a dark gem. Destroy it to activate a fan, causing an updraft.



Jump along platforms to the north and west until you reach a small building. Unlock a locked chest and grab an orange dragon egg.



Activate a firecracker on a nearby platform to claim some flame bombs. Then ride the updraft to a higher level.

**Note**

There are chickens (fodder) on this higher level.



At the walkway's end is a light gem. Zap the birdmen guarding it, then take it.

**Tip**

Big birdmen just try to get in your way, while the small ones shoot projectiles. The small ones are definitely more dangerous.



Jump a series of rising platforms to collect a light gem. Use your wing shield to defeat balloon-a-rangs as you go.

**Tip**

Watch out for small birdmen and remember to use your wing shield. It works against birdmen projectiles too. Use your tribolt to blast particularly pesky foes.



Return to the Elder's platform. From there, backtrack to the level's start, near the Elevator Top Remote Shop Pad.



Jump over to the Elder's Homestead Remote Shop Pad. Circle the platform and hit a wall target to open the front door. Then backtrack, go inside, and talk to Elder Titan. He teaches you how to use the wing shield.



Earlier, you turned over a couple of jets here. Horn dive the target on the southern jet. Make your way across platforms to the south, using your wing shield to deal with balloon-a-rangs.

Take the north exit from the Elder's house. Jump to a platform to get a blue dragon egg. Use your wing shield to deflect a balloon-a-rang's attack, destroying him in the process.



When you see platforms to both the east and southwest, pick the southwest one.

Jump along floating platforms and special blue-ringed platforms, maximizing your flight time and avoiding enemies. Grab a light gem from a platform in the map's southwest corner.

## Lost Cities



Backtrack and take the eastern path you ignored a couple steps ago. Follow the platforms east until you see a big solid platform with a blue-ringed platform below it. There's a blue dragon egg on the blue-ringed platform.

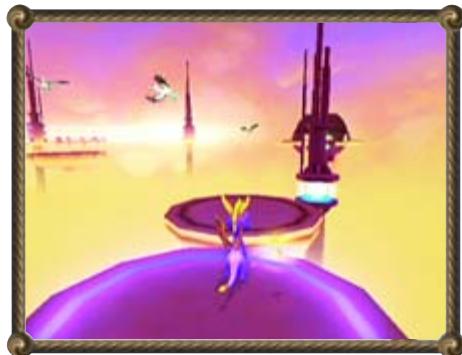


Destroy an egg thief on this platform, and collect his dragon egg. Locate another pair of floating discs to the platform's northeast and get on them. Make your way north.



Glide down to the blue-ringed platform, grab the dragon egg, and ride a moving lift up to the solid platform above.

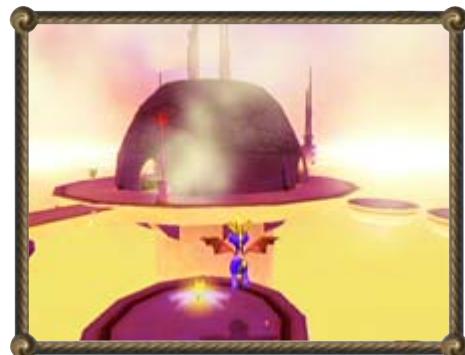
Look around for a pair of floating discs. These are a special mode of transportation; when you jump on one disc, the other one circles around you. By hopping from one disc to the other, you can slowly travel across the map.



Get off on a platform shaped like a backward L. Jump to a larger platform to the north, get inside the building, and ride the lift up.



Upstairs, get off the lift and destroy a dark gem to make a bridge appear to the east. Jump across to the bridge. You're now by the Tallest Tower Remote Shop Pad.



Get on the discs and slowly make your way southeast, destroying enemies that get in your way. Proceed to a big platform.

Ride an updraft to the tall tower's top. Hop off and talk to Sgt. Byrd, who offers some minigames.



## Sgt. Byrd Minigame: Cloudy Speedway 1

This minigame takes place in Cloudy Speedway, the most challenging of Byrd's minigame maps. Your task is to:

- Fly through eight rings
- Fly through eight time gates
- Destroy eight turrets
- Destroy eight balloon-a-rangs (floating gnorts)
- Destroy eight vultures

This map is a complicated series of tubes and floating islands. We recommend that you just explore the map on your first few tries, rather than trying to win. Fly up high and look down at the map from above. An understanding of the terrain helps you later.

The main difference between this map and previous Sgt. Byrd maps is that turrets take the place of targets. You must bomb these turrets (missiles don't work), which shoot back at you. Approach them from as high as possible and veer back and forth as you approach (to avoid getting shot).

There are fuel barrels all over, so you can burn fuel whenever you want some extra speed.

You must complete your tasks in 3:20.



You start in a tunnel. Fly through some rings and collect a fuel barrel along the way. Complete the rings, using boost to speed up.



When you get the last ring, you've collected everything you need from the tunnels. Veer slightly left to exit the tunnel, and hit a time gate. Look for balloon-a-rangs up ahead. Get them all at once; they're all in a line.

### Sgt. Byrd Minigame: Cloudy Speedway 1 (continued)



Scour the rest of the map. When you see vultures, target them and look for more. They all fly in the same general area.



Turrets and time gates are scattered around on flat surfaces. Get some altitude and look for them; a few are up high, and you can see better from up there anyway. When you've mopped up everything, you win a dragon egg.

## Sgt. Byrd Minigame: Cloudy Speedway 2

Once again, your mission goals are straightforward:

- Fly through eight rings
- Fly through eight time gates
- Destroy eight turrets
- Destroy eight balloon-a-rangs (floating gnorts)
- Destroy eight vultures

You have 3:00 to complete the minigame, which is only 20 seconds less than before. But the placement of your targets is much trickier, and you've got only a couple of fuel barrels.

We'll give you a general plan of attack, but this minigame is extremely tough. To beat it, you'll need to try it several times—maybe lots of times—and then do a very clean, efficient run when you've got the location of everything memorized. Anything else will come up short. So be prepared to spend some effort on this one!

### Sgt. Byrd Minigame: Cloudy Speedway 2 (continued)

Generally speaking:

- Most of the rings are still in the tunnels. The last ring is outside the tunnels and placed horizontally, so you have to fly straight up or down through it.
- Six vultures circle the central area. The other two circle an outlying building. Destroy all the vultures in a particular area when you find them, so you don't have to come back later looking for the last vulture.
- Turrets are placed high, low, and everywhere in between. The toughest one to find is atop a tall, circular tower.
- The balloon-a-rangs are all in a row again, though the row is looser and more spread out than the last one.
- Time gates are generally on mid to low areas, often between sections of tunnel (but never actually *in* a tunnel).



Start flying through the rings. When the tunnel opens up, drop a bomb on a turret below you and veer left. Six vultures circle a big structure with open bay doors.

Destroy all six, and then fly into the open bay doors and grab the fuel barrel.

Get back into the tunnels and start hitting more rings. After you get seven rings, exit the tunnel again. Fly straight up as you exit the tunnel, and cruise through the eighth ring.

Level out and veer somewhat left. The second fuel barrel is behind an outlying structure with a couple of turrets and time gates. Hit the turrets and time gates, and grab the fuel.



### Sgt. Byrd Minigame: Cloudy Speedway 2 (continued)

The two remaining vultures are circling below this structure. Blast them and then look for a line of balloon-a-rangs nearby. Destroy the whole line, detouring to hit time gates and turrets as you go.

There are just a few turrets and time gates left. Fly up and destroy a turret atop a big, circular tower. Then fly lower, looking for the yellow glow of the time gates and incoming shells from turrets. You win when the last target is destroyed.



## Back to Cloudy Domain



Follow a walkway leading away from Sgt. Byrd onto a transparent floor. Notice the light gem below you. You'll need the wall kick ability to get it.



**Tip**  
The ground target activates an updraft below the transparent floor. When you get the wall kick ability, jump down to a nearby platform, ride the updraft, and get under the floor.





Look for a big platform to the northwest with a dark gem. Glide over there and destroy the dark gem to raise a series of platforms leading northeast to a ball gadget.

**Tip**

If you take a lift downstairs and horn dive a trigger, platforms spring up that lead back to the Elder's platform. Don't do that now, however.



Follow the platforms to the ball gadget and get inside.

## Ball Gadget Minigame 1

This time, the ball gadget isn't just a mode of transportation: it's also a minigame. Reach the other end fast enough and you'll claim a dragon egg.

Remember that you can hop, hit the brakes, or speed up by pressing different buttons. Speeding up at the right times is crucial if you want to collect your reward.

### Ball Gadget Minigame 1 (continued)



Hold down the speed boost button most of the time. Steer to avoid rolling balls and pinball-style bumpers.



Slow down (let up on the speed button) as you approach jump ramps (there are two jumps placed close to each other). Otherwise you'll fly off the track!



Try to speed through bumpers, but if you hit them, several of them will drop. Navigate as quickly as possible through the dropped bumpers.



If you reach the end in under a minute, you collect a dragon egg.

## Ball Gadget Minigame 2

To reach this minigame, successfully complete the first one.

This time you have 1:20 to complete your objective. That's 20 seconds more than the previous game. The reason: There's a detour early on in the track, which leads to a long section of track you didn't see before. You'll encounter some new obstacles this time around.

## Back to Coastal Remains

### Ball Gadget Minigame 2 (continued)



There are three jumps on this track, and you have to go at regular speed for all of them. Speed through most of the course, but slow down before the jump ramps (or risk flying off the course).



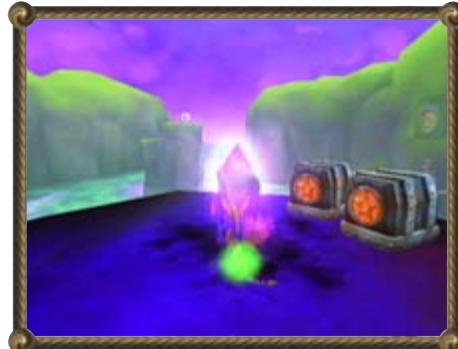
A light gem is your reward if you complete the track in time.



Shortly after the detour, prepare for bumpers and jump ramps. Make your way back past the ragged windmills to the small intersection with the two cannibal huts. Take the south exit and go past swinging seashell obstacles.



You emerge at a big watery area with platforms. Glide over to a big platform and destroy a dark gem. This makes new pillars and jump poles appear all around the area.



Hop along the jump poles, and then jump across several platforms to collect a pink-and-orange dragon egg.



## Back to Cloudy Domain



The ball gadget deposits you near the lift down to Coastal Remains. Ride down whenever you're done poking around in this level.



### Tip

If you fall, just go to the updraft. Ride it up and try again.





Get on the pillar with the cannon on it. To do this, jump to the platform where the dark gem was. From there, look for a strong door. Glide toward the updraft near that door, ride the updraft to the top, and glide onto the cannon pillar.



Shoot the strong door with the cannon. Also, shoot various strong chests around the area.



Get back onto the updraft near the broken strong door. Ride it up, and glide through the broken strong door. Run through a tunnel with swinging shells.

You emerge on a ledge overlooking a big new area. Destroy the dark gem here to raise pillars leading down.



Swim into the bay. Jump on ruins to reach a line of floating seashell platforms. Jump across the platforms to reach a tower and collect a green dragon egg.



**Tip**  
Also notice a light gem hovering over a water wheel in the middle of the bay. You can't get that yet, but remember it for later.



Find a breakable wall on this area's west edge. Break it and talk to a Turtle Mother, who offers you minigames.



## Turtle Mother Minigame 1

The Turtle Mother minigames are like the farmer's minigames in Crocoblade Swamp. You control a gun turret, and this time you defend turtle hatchlings instead of food.

The hatchlings start near you, and then move toward the ocean. Shoot crabs and vultures before they carry the hatchlings away. If hatchlings are taken, a red bar goes up. You lose if the red bar fills completely.

There are 20 hatchlings in this first wave. You receive a dragon egg for completing the minigame.

### Turtle Mother Minigame 1 (continued)



Target vultures first, crabs second. Vultures are much faster and therefore much more dangerous.

If a vulture or crab grabs a turtle, shoot it to make it release the turtle. Remember to lead your target, especially if it's far away!



### Turtle Mother Minigame 2

This time there are 27 turtles to protect and a lot more critters to shoot. No question, this is a tougher minigame than the last.

To win, you need a good deal of skill. There are too many enemies to shoot them all, so focus on the ones that are an immediate threat to the turtles. Especially ignore crabs that are off on the sidelines. Vultures are a much bigger threat.

Keep your guns firing constantly. Follow the turtles as they move down the beach. Don't get distracted shooting enemies off to the side.



You must be really good at leading the target. Focus on protecting individual turtles, not just shooting random enemies.

### Turtle Mother Minigame 2 (continued)



Move your gun sights in tight circles to eradicate groups of enemies.



Ignore groups of crabs on this area's sides. Only target a crab when it's convenient or when it makes a dash for a turtle.

## Off to Ineptune's Lair

Return to Moneybags' Coastal Depot. Nearby is the dark gem force field. Approach it and it drops. Go through it and follow the tunnel, destroying crabs.





## Boss Fight: Ineptune

You've entered a boss level called Watery Tomb. Your foe here is Ineptune, a *large* mermaid with a bad disposition. See the sidebar for tips on Ineptune's abilities.



### Ineptune

Ineptune has several attacks:

- **Acid breath:** Ineptune exhales a gout of acid breath, which blasts from side to side. Stand on the opposite side of the platform to avoid this.
- **Slime balls:** Ineptune hurls one or two balls of slime at you. Make sure you have room to run in one direction (left or right). Charge in that direction as soon as the slime starts flying.
- **Spinning turrets:** Ineptune dives underwater, which causes one or more laser turrets to rise. They spin around and damage you if they hit you with their beams. Either hop over the beams or stand atop the turrets while they're doing their thing.

You can damage Ineptune by charging into her after she uses her acid breath. Aim for her massive belt buckle. You'll only get an opportunity to charge her after the acid breath.

Like Gnasty Gnorc, Ineptune can sustain nine hits. There's a save point each time you've hit her three times, so you don't have to start over at the beginning if you get killed.



Stay on the opposite side of the triangular platform from Ineptune. You're out of range of her acid breath back here.



Charge in and hit her belt buckle after she uses her acid breath.

When Ineptune dives underwater, a laser turret rises. Stand on the turret or hop each time the laser beam passes. Later in the fight, two turrets will rise.



Ineptune uses slime ball attacks later in the fight, so be prepared for them. Make sure you have room and charge left or right to avoid slime balls.



Keep avoiding attacks and charging Ineptune after her acid breath attack. She falls after you charge her nine times. As a reward, you learn water breath.



## On to the Icy Wilderness



When the fight is won, make your way out of the Watery Tomb. To open a gate on the way out, shoot a water wheel with your new water breath. Back at Coastal Remains, feel free to look for light gems or dragon eggs you missed before.



When you're ready, get on the Professor's teleporter gadget and activate it. Select Icy Wilderness and you're off to the next realm!



## Light Gems

### Coastal Remains Light Gems

1. Reward from Otto the surfer after raising the lake's water level twice.
2. On a ledge near Otto. Accessible after you raise the lake's water level twice.
3. Reward for Blink's second minigame.
4. In a ruined tower sticking out of the water, next to the lift to Sunken Ruins.
5. In a cave behind the gate that requires 20 light gems to open.
6. On a platform near the ragged windmills. Horn dive a ground target to raise platform that gives you access to the gem.
7. South of the entrance to Cloudy Domain. Ride a seashell platform to get there, and look for it on a high ledge.
8. Reward for the Turtle Mother's second minigame.
- \*9. Above a water wheel in the south central part of the level. Stand on a platform and use water breath to spin the wheel. This raises the platform and lets you grab the gem.



### Sunken Ruins Light Gems

1. At the top of a room with several fans that create thermals. Ride the thermals to the top. The light gem is in a locked chest.
2. In a locked chest near Lily the mermaid.
3. Behind a stained-glass window. Use an invincibility gadget and swim a slime tunnel to grab it.
4. Reward for Sparx's second minigame.
5. Beyond a line of carved fish that shoot green flames.
6. In the slime tunnel connecting two southern rooms. Use invincibility to swim the tunnel.
7. In a locked chest in a circular room with four ground targets, which you must hit to raise a statue. The light gem is on the side of this room in a locked chest.
8. Just south of the level entrance, above a lift. The light gem is in a locked chest on a high ledge.

### Cloudy Domain Light Gems

1. In a locked chest near the level entrance.
2. Hit a target near the level entrance to spin a pair of jets. The jets turn over, revealing more targets. Hit the target on the northern jet to lower a platform and head for the light gem.
3. Hit a target near the level entrance to spin a pair of jets, revealing more targets. Hit the target on the southern jet to lower a platform. Head southwest to collect the light gem.
4. On the floating island directly west of Elder Titan's island, surrounded by birdmen.
5. Take the northern exit from Elder Titan's floating island. The light gem is on a platform out here.
6. Reward for Sgt. Byrd's second minigame.
7. Reward for second ball gadget minigame.
- \*8. Get on the tower top with Sgt. Byrd. Follow the walkway and look for a glass floor. The light gem is below that floor. Hit a floor target to start an updraft, then get down below the light gem, ride the updraft, and wall kick to the gem.



## Dragon Eggs

### Coastal Remains Dragon Eggs

1. Destroy a dark gem near Blink. Two paths appear to the east. The northern one leads to the dragon egg.
2. Reward for Blink's first minigame.
3. Held by an egg thief, behind the door that requires 20 light gems to open.
4. On a high platform in the southeast. Horn dive a floor target to extend jump poles, then take the poles and a series of platforms to reach the egg.
5. On a high tower near the Turtle Mother. Jump across a series of seashell platforms to get there.
6. Reward for the Turtle Mother's first minigame.
7. A series of seashell platforms leads across a lake filled with piranhas. Take the platforms to get the egg.

### Sunken Ruins Dragon Eggs

1. In a locked chest northwest of the level entrance, just past a watery tunnel that you must swim through.
2. At the top of a room with several fans that create thermals. Ride the thermals to the top.
3. Reward for Sparx's first minigame.
4. In a locked chest near the fire-spouting stone fish.
5. In a locked chest in the southwest. The locked chest is located on a high ledge, accessed through a complicated series of actions (see walkthrough for details).
- \*6. In the west-central part of the level is a room with an invincibility gadget and two red-hot, glowing pipes. Get invincible and wall kick up the red-hot pipes. The dragon egg is on a ledge up here.



### Cloudy Domain Dragon Eggs

1. Hit a target near the level entrance to spin a pair of jets. The jets turn over, revealing more targets. Hit the target on the northern jet to lower a platform. Take this path to the dragon egg in a locked chest.
2. Go straight north from Elder Titan's homestead. The dragon egg is sitting on a small platform.
3. Hit a target near the level entrance to spin a pair of jets. The jets turn over, revealing more targets. Hit the target on the southern jet to lower a platform. Go south, then east when you get the chance. Look for the dragon egg beneath a big platform.
4. Held by an egg thief on a platform at the level's southern edge.
5. Reward for the first Sgt. Byrd minigame.
6. Reward for first ball gadget minigame.
- \*7. Use the supercharge gadget near Elder Titan. Jump to a platform to the south. Break a strong door and look in a locked chest.



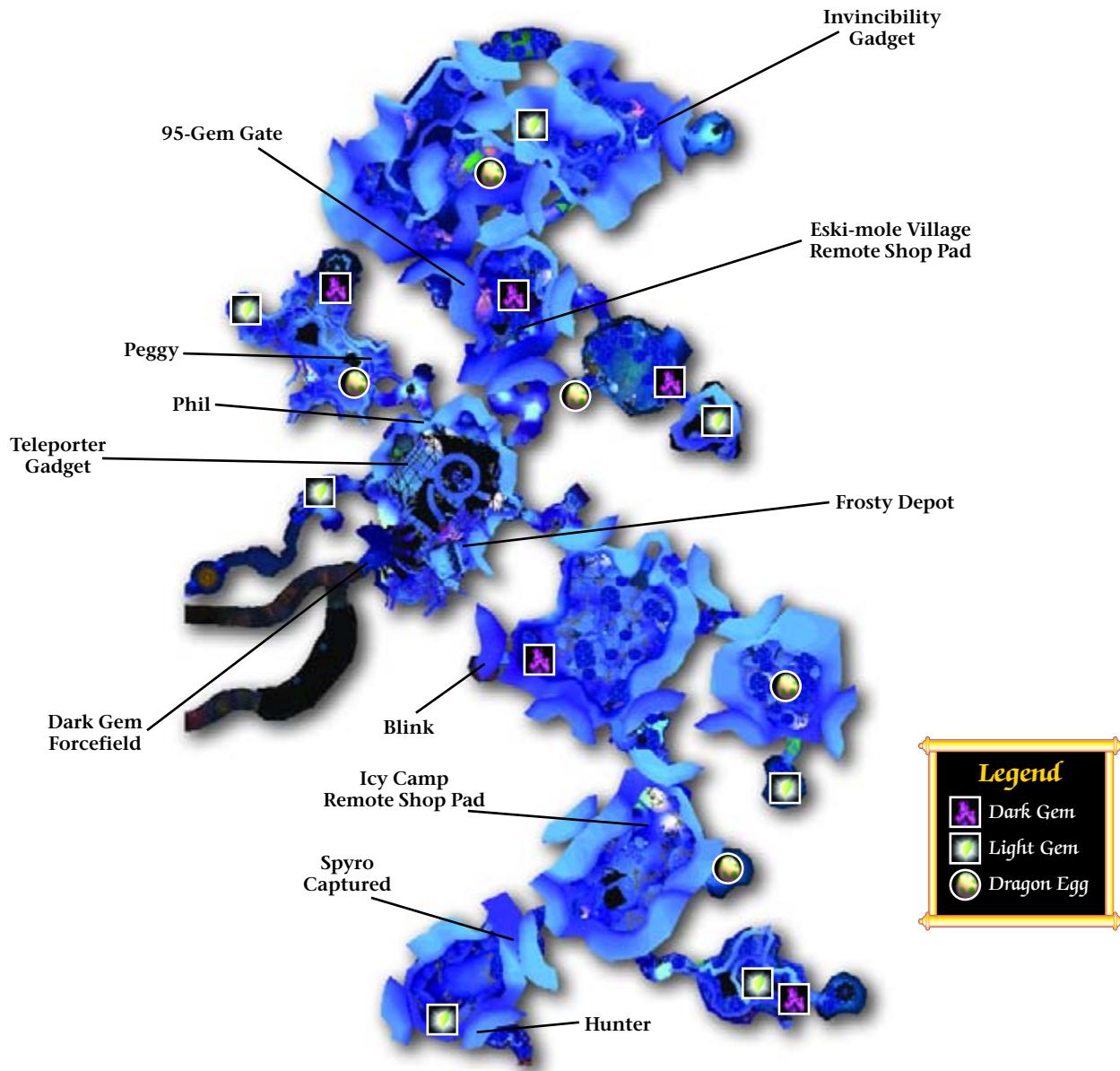


# Icy Wilderness

You've made it to the third realm, Icy Wilderness. This is a rough place with challenging obstacles. Fortunately, all the skills you learned in previous realms will help you to succeed here.

## Main Walkthrough

### Frostbite Village





After arriving in Frostbite Village, explore the central area. As usual, there's a shop (Frosty Depot) and a number of exits.



Talk to Phil the penguin. He explains that you can open the gate behind him if you manage to hit six electrical switches (using electrical breath) in a short time period. Accept his challenge and race to hit all six switches.



### Tip

The switches appear when you accept the challenge. They are in the following areas:

- Right next to Phil
- Above the frozen central fountain
- Behind the Professor's teleporter gadget
- Under an ice arch
- Behind a section of fence
- Behind an ice pillar, near a strong door



Talk to Phil again after you've hit all six switches. He tells you to look for his wife, Peggy. Go through the gate behind him.



You emerge near a water wheel. Drop down to the ice. Peggy, a penguin on ice skates, is here. Accept her minigames.

## Peggy Minigame: Iced TNT 1

This is another shooting game, like the farmer's game in Crocoblile Swamp and the Turtle Mother's game in Coastal Remains. The difference is that this time you're defending yourself instead of someone else.

There are two enemy types: eski-moles and yeti. Eski-moles pop up out of holes in the ice. Yeti lumber in from offscreen. If you leave them around long enough, eski-moles throw spears and yeti throw explosive barrels. Shoot down spears and barrels in midair to save yourself from damage.

Every time an enemy hits you, a red bar partially fills in. The green bar fills in as you destroy foes. Make sure the red bar never fills up all the way!



Eski-moles appear first. Target them as they appear. Never stop shooting!



The eski-moles stop showing up, and yeti appear above you. Gun them down.



### Peggy Minigame: Iced TNT 1 (continued)



Finally, eski-moles pop up again while yeti appear on the right. Split your attention between the two enemy types to win a dragon egg.

### Peggy Minigame: Iced TNT 2

This minigame is harder than the first, because eski-moles and yeti appear at the same time for longer periods, rather than one enemy type showing up by itself.

Use the little radar at the screen's bottom to look for enemies. It's invaluable when both enemy types are attacking simultaneously.

The key is to be alert and to realize when both enemy types are attacking you at once. If you're focused on eski-moles and don't realize that yeti are hammering you from above, for example, you lose health very quickly.



The round starts with eski-moles. But watch the radar, because yeti soon show up on the ledge overhead.

### Peggy Minigame: Iced TNT 2 (continued)



Finally, there's another short wave of yeti from the overhead ledge. Gun them down to collect a light gem.



## Back to Frostbite Village



Jump back up and shoot the water wheel with your water breath. This raises a wooden platform.



### Note

You can't double jump from ice—get onto the snow if you need to double jump. Also, you can't charge on ice; you must walk at normal speed.



## Icy Wilderness



Jump from the wooden platform to a ledge that has a ground target. Horn dive the target to open a gate, and then jump on a moving platform. Glide over to a log cabin with a light gem in front of it. Grab the light gem.



Drop back down to the ice and enter a cave mouth. Destroy a dark gem in the cave. This opens a hole in the floor.

Drop through the hole and take out a bunch of eski-moles pushing TNT crates. (You can push the TNT crates with water breath or just smack the eski-moles directly.)



Grab an orange dragon egg from the locked chest down here. Then return to the clearing with Moneybags' Frosty Depot.



Find a gate with a ground target in front of it. Horn dive the target and follow the tunnel to a clearing (watch out for a giant snowball)!



On this clearing's other side, jump up to a ledge that has a dark gem. Destroy it to stop a snow avalanche, revealing an alcove with Blink the Mole.



Talk to Blink and accept his minigames.

### Blink Minigame: Snowed Under 1

This is a typical Blink minigame, in which you must destroy five dark shards. However, the map size is different. There's a circular area at the start, then a long tunnel (with various hazards) that leads to where most of the dark shards are.

There are a couple ways to approach this map. We clear out the closer area before going to the farther one. This makes best use of your save points and ensures that you don't have to come back.



### Blink Minigame: Snowed Under 1 (continued)

Slide down a ramp. At the base, note the climbing walls but don't climb them. Instead, veer left, avoiding tentacles.



Stay to your left, avoiding obstacles. Find a chamber filled with eski-moles and skeletons. Shoot them from outside and then enter.



Find a breakable wall. Bomb it and destroy a dark shard on the other side.



Jump up the steps, destroying tentacles. At the top, jump down to an ice float and hop across to dry land. Return to the climbing walls you saw earlier and bounce upstairs.



Destroy an ice wall and jump across a series of platforms, avoiding swinging blades.



### Blink Minigame: Snowed Under 1 (continued)

Ahead is a long, sticky ceiling with bone spiders crawling across it. Use your night vision goggles to aim at eski-moles and caterpillars on each side of the sticky ceiling. Shoot everything you can before getting on the sticky ceiling.



**Tip**  
You can't shoot the bone spiders, so avoid them (they won't chase you). They travel in fixed patterns, never adjusting their course. If you watch their patterns for a while, you easily get across.



Crawl across the sticky ceiling. Avoid the bone spiders. Stop at the various side ledges and shoot eski-moles and caterpillars on ledges ahead.



At the other end, get down off the ceiling and break a dark shard. Then dig through a wall. Bomb a breakable wall to the right, then go through it and destroy another dark shard (your third).



Back out of this area and follow the main path. Shoot eski-moles as you go.



Up ahead, you encounter several sets of barrel-throwing yeti. Advance along the path, destroying two more dark shards and shooting the yeti from outside the barrels' path. You win when you destroy the fifth shard.

## Blink Minigame: Snowed Under 2

Follow the same game plan in this minigame as you did last time. However, there are 10 dark shards instead of five.

As before, explore the lower level first.

There's a dark shard on a ledge in the first room (with the traps, skeletons, and eski-moles). Destroy it and the dark shard that was down here last time. Go to the climbing walls and jump up them.



Upstairs, there's a dark shard before you reach the swinging blades. Destroy it and advance to the sticky ceiling with the bone spiders. There's another dark shard just before the sticky ceiling; destroy it.



Destroy the dark shard at the sticky ceiling's end, then tunnel through the wall. Blow up the destructible wall on the other side, and detonate the dark shard behind it (that's six).



Climb up the steps. At the top, destroy mines on floating platforms, and jump up the platforms to destroy a new shard. You've destroyed seven of them now.



## Blink Minigame: Snowed Under 2 (continued)



Destroy eski-moles and proceed down the tunnel, blowing up a dark shard in the corridor's middle.



Follow the corridor to find the remaining two shards. Destroy them to collect a light gem.



## Back to Frostbite Village

Exit Blink's alcove and jump up ledges in the middle of this snowy area. Horn dive a ground target to open a gate.



Jump up more platforms. Go to the tunnel leading due east from this area (avoid the falling snowballs). Follow the tunnel.



Ride an updraft back to the higher level. Jump platforms to reach the clearing's other side. Collect a light gem from a small cave.



Return west to the big area where you found Blink. Jump up the platforms and enter the tunnel to the south. Jump across a chasm with swinging logs; veer in midair to avoid the second log.

You arrive at a clearing with the Icy Camp Remote Shop Pad. Notice the wall kick surfaces here (you can't climb them yet).



Go through this area and enter a tunnel to the south. Follow it until a movie plays, in which Spyro is taken prisoner by Red's woolly mammoth henchman. You now assume control of Hunter.

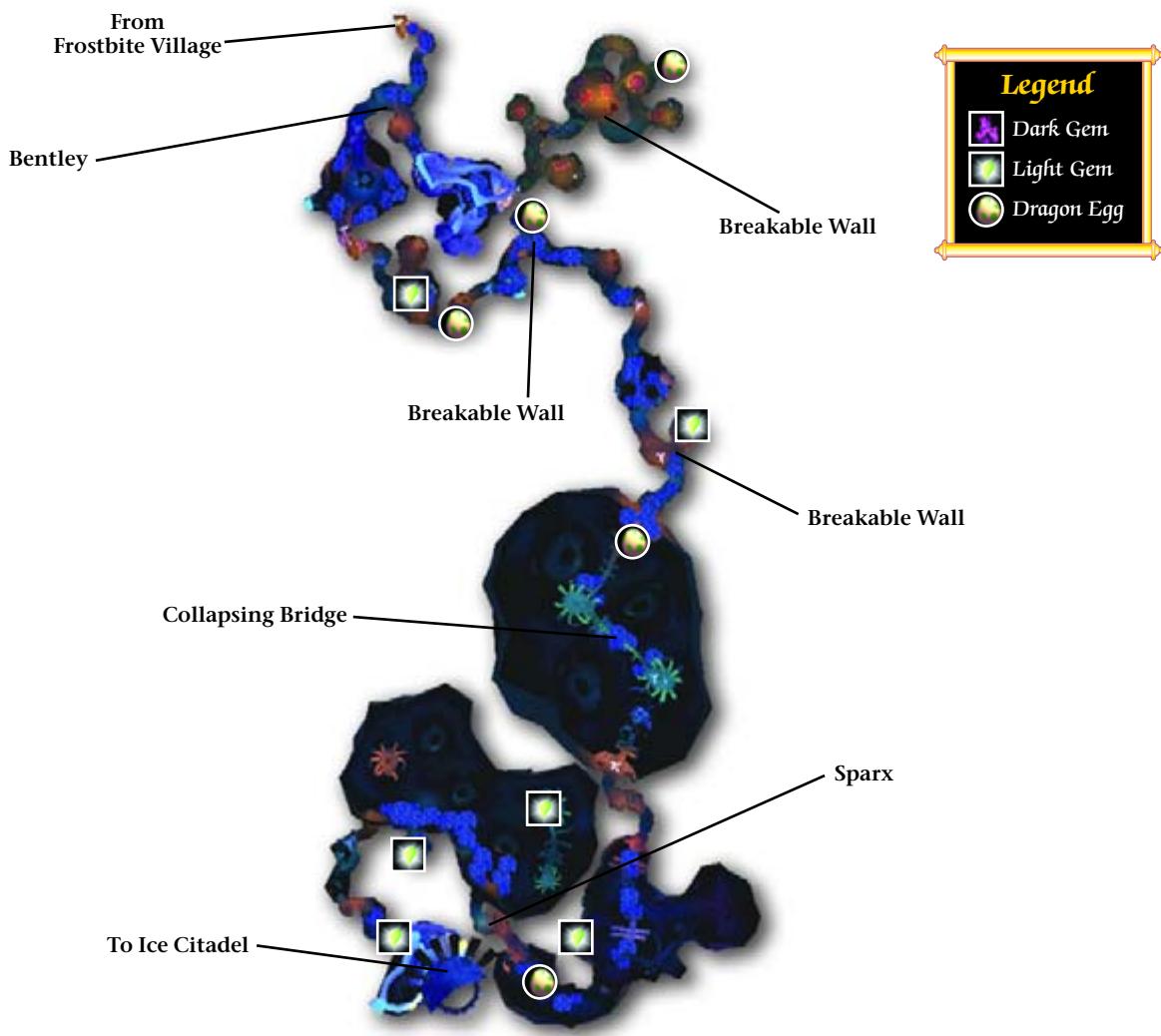


Drop to the new area's bottom. There's an egg thief down here; charge him to collect a white dragon egg.



## Gloomy Glacier

You are Hunter for this entire level.



Move south and talk to Bentley the yeti. He asks you to clear out the evil yeti from his lair.



Take a left. Climb up the climbable wall to the yeti lair. Inside, take down yeti with your bow and arrows.



Grab an explosive arrow from the ground. Shoot open a strong chest with it to receive two more explosive arrows.



Keep exploring. Grab a pink dragon egg from a locked chest in a yeti's bedroom. Get an explosive arrow from the adjacent bedroom.

**Note**

If you lack picks for the locked chests, come back later when you have them.



Shoot a strong chest to grab a key. You can also shoot a destructible wall behind the chest, but it just leads back to where you already were.



Backtrack to Bentley (you must jump over the water spill on the way out of the yeti cave). Talk to him. He gives you a light gem and opens the gate behind him.



Go through the gate. Beyond is a cave with a pair of swinging hammers. Avoiding the hammers, stomp on four floor targets to unlock a gate at the far end. Go through the gate.



Move ahead to a cavern that has a light gem in the middle. Grab it. Gates close, locking you in, and a wizard appears.



You cannot hurt the wizard. He summons skeletons; defeat 12 of his skeletons to make him disappear and unlock the gates.

## Icy Wilderness

Take the exit on the far wall. Unlock a locked chest in the hallway, scoring a pink-and-orange dragon egg.



Jump across a dangerous series of pillars, avoiding a giant snowball, swinging blades, and falling rocks. Shoot out a destructible wall with an explosive arrow, and grab a pink dragon egg from behind it.

### Tip

Bats fly at you if you get too close. It's safest to stand back and pick them off while they circle, but it's fastest to get close to them and pick them off as they fly toward you. Either technique works.

Jump across the crumbling platform to the cavern's other side. Locate a snowball-throwing yeti behind a destructible wall shaped like fangs. Destroy the wall with an explosive arrow, and then take out the yeti. Collect a light gem back there.



Keep moving. When you see a target in the distance, shoot it with an arrow (and also shoot a yeti and eski-moles). This raises another platform. Take it.



Advance to a cavern with circling bats; gun down a yeti along the way. Stand back and shoot the bats with arrows, starting with the ones hanging on the ceiling. Take out the yeti on the other side too.

Move to a massive cavern with skeletal bridges. Shoot a barrel-rolling yeti, and then look for crumbling platforms leading down under the bridge. Go down there to grab a green dragon egg.



Wait for the crumbling platforms to reform themselves. Then get back up and follow the skeletal bridge to where the yeti was. Shoot some bats (and another yeti) above the bridge's next section before advancing.



When the bats are gone, run forward but be prepared to jump as the middle section of bridge collapses.



Smack a skeleton, shoot another yeti, and jump across another gap in the bridge to reach this cavern's end.

In the next cavern, jump a gap and leap up some crumbling platforms. Veer right, smack a yeti, and take a light gem from the ledge.



When the crumbling platform rematerializes, jump along the series of platforms, onto a giant, curved, spinning platform.



### Tip

Aim for the middle of the spinning platform.



Jump to the next spinning platform, timing your jump to avoid falling rocks. From here, target a yeti.



Jump to the third spinning platform, then to a ledge with an orange dragon egg.



Move along to a sign, where Sparx offers you minigames.

## Sparx Minigame: Frosty Flight 1

This minigame is not particularly tough. There are the usual blue and yellow moths, plus spiders up high. You don't have to worry about opening and closing doors this time.

Dodge anything that gets too close.



Spiders are your main threat. Shoot them early, or use missiles on them. Your reward is a dragon egg.



## Sparx Minigame: Frosty Flight 2

This minigame is much like the last one, but with the addition of eski-moles and yeti on the ground. Fly low and take out these ground targets, and spiders, as soon as possible.

Yeti can take more of a beating than any other foe, so shoot them early and often.

Scan ahead for eski-moles—there are lots of them. Watch for them as you round corners, and make gunning them down at long range a priority.



Complete this minigame to collect a light gem.



## Back to Gloomy Glacier

Move to a ledge overlooking a chasm. To the left is a climbing wall; to the right is a skeletal bridge. Shoot a yeti and take a moving platform to the skeletal bridge.



Jump up several crumbling platforms to a high ledge with a light gem.



Backtrack and get on the climbing wall. Wait near the wall's bottom and watch a bone spider's movement pattern before heading right.



Pass a second bone spider and get off at the climbing wall's other end. Turn around and face the chasm. Shoot a yeti, then shoot the target behind him. This opens a gate above the climbing wall.



Get back on the climbing wall and climb up to the gate you just opened. Collect a light gem up there, and then climb back to the right.

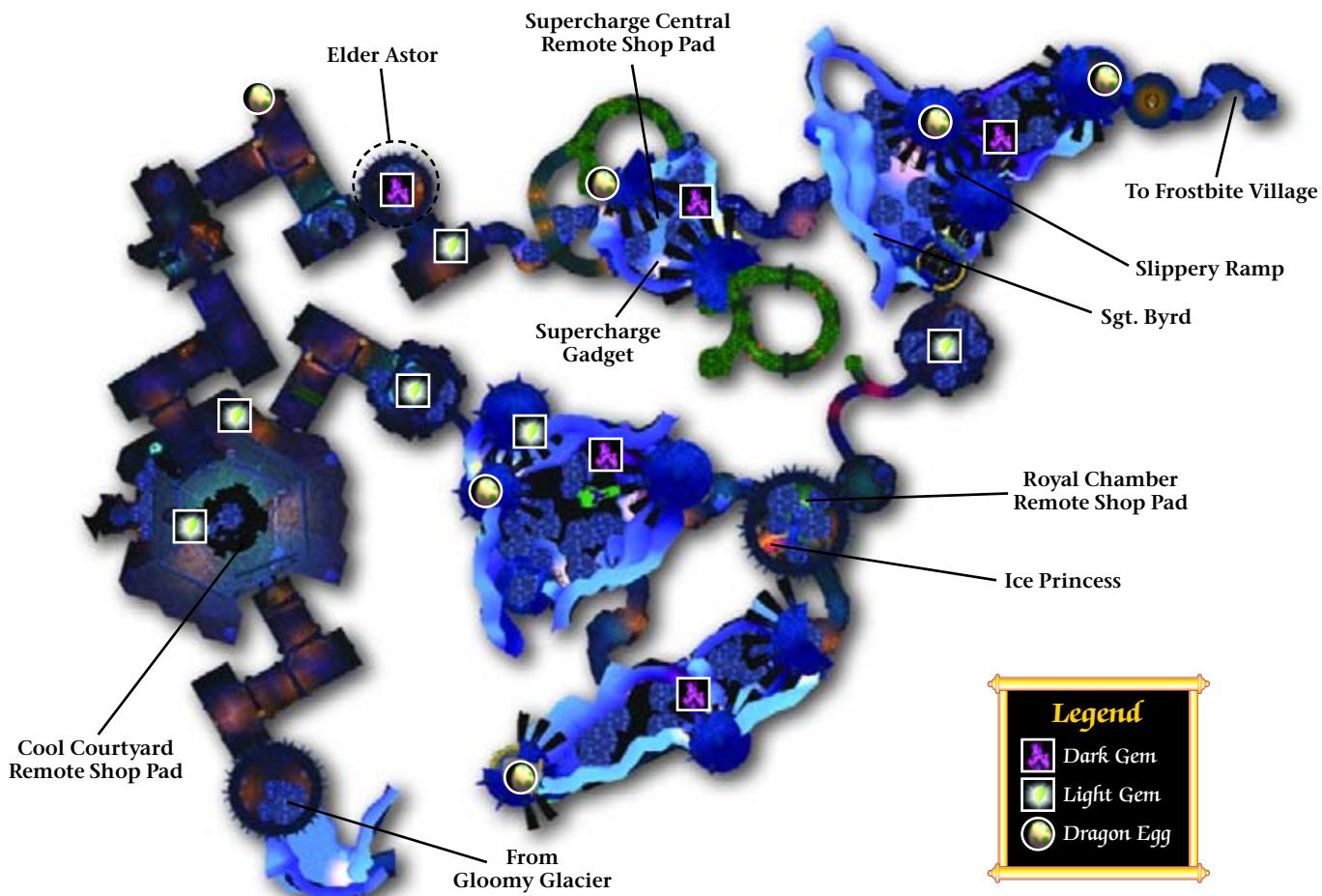


At the climbing wall's end, duck into a tunnel. Run across a collapsing floor, avoiding traps, and collect a light gem in the tunnel.



Just past the light gem, a movie plays. Gloomy Glacier is complete.

## Ice Citadel





Now you're Spyro again. Follow the corridor to the Cool Courtyard Remote Shop Pad.



Explore this area. In a western corner is a boiler. Breathe your flame breath into the boiler to ignite it.



Follow the corridor. Find a locked door with a floor target in front of it. Horn dive the target to open the door.



Head to another extinguished boiler. Ignite it with flame breath, then horn dive a floor target to open a door. Move on.



At the next corridor's end, turn left and smash a breakable wall. Collect an orange dragon egg from a locked chest behind the wall.



Advance to a circular room that contains a dark gem. Destroy it and the floor collapses. You fall into Elder Astor's chamber; he teaches you how to wall kick.

Back near the remote shop pad, ride up several moving platforms to a ledge. From here, ride more platforms up to a light gem above the cavern's center.



Drop back down to the ledge and look for a water wheel by a barred door. Shoot the wheel with water breath to unbar the door. Go inside.





Wall kick up a special wall in Astor's room. Upstairs, get a light gem from a locked chest in the corridor.



Proceed to an open area containing the Supercharge Central Remote Shop Pad. Nearby is a supercharge gadget. You should have about 60 light gems if you've been following the walkthrough—you need only 40 to use the supercharge gadget.



Use the supercharge gadget. Smash the strong door in front of you, jump over a gap, and charge up the slime-filled tunnel.



### Note

You can't run against the slime current unless you're supercharged. If you run out of juice, slide back down and try again.

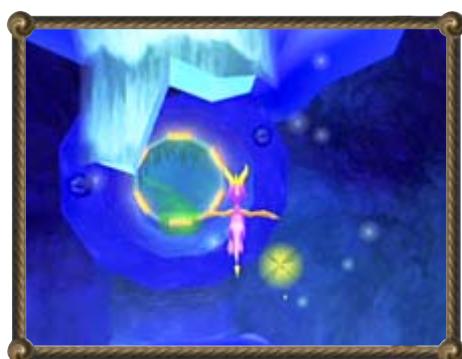


### Tip

You can also destroy the nearby strong chests while you're supercharged.



At the slime slide's top, jump across to a pillar with a dark gem. Destroy the dark gem to reveal another slime tunnel.



There's another supercharge gadget up here. Run across it, then jump into the slime tunnel you just revealed (avoid the gap at the tunnel entrance). Run to the top to collect a pink dragon egg.



Take the east tunnel out of this area. Follow it to a clearing with an ice elemental and a long slippery ramp that you need a supercharge to get up. Destroy the ice elemental.



Sgt. Byrd is in this area. Talk to him to initiate his minigames.

## Sgt. Byrd Minigame: Iceberg Acrobatics 1

This level, *Iceberg Acrobatics*, is easier than the last Sgt. Byrd level. You'll find the map fairly simple to navigate.

Your task is to:

- Fly through eight rings
- Fly through eight time gates
- Shoot eight yeti (with missiles or bombs)
- Shoot four gem thieves (with missiles)
- Shoot eight albatross (with missiles)

You have two minutes to complete this mission: plenty of time.

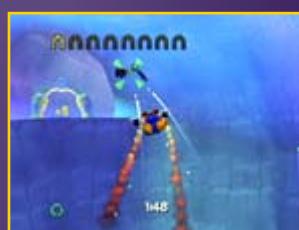


As you take off, veer slightly right, toward the lighthouse. Circle it, destroying at least six albatross.

Veer right and you see the line of rings. Fly through the rings, collecting a fuel barrel as you go.



Complete the rings and veer right. Duck into the tunnel that cuts through the central island. You hit a couple of time gates here and possibly encounter albatross you missed earlier.



Fly low over the main island, shooting yeti and gem thieves and hitting time gates.



A gem thief, time gate, and yeti are positioned on the island's highest part (above the central tunnel). Fly up there to finish off the mission and collect a purple dragon egg.

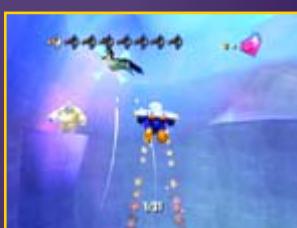
## Sgt. Byrd Minigame: Iceberg Acrobatics 2

You must now complete the same goals in 1:30, with a slightly different placement of your objectives. This is hard but not impossible.

- The albatross now fly circles through the central island's tunnel loop, then emerge and fly around the island's back. They are your biggest challenge; it's easy to miss one or two of them and get stuck looking for them as time runs out.
- The rings are more or less where they were before.
- Two yeti are inside the central cavern (which you reach via the tunnel); two more are perched on the lighthouse. The rest are on the central island in easy-to-see-locations.
- One gem thief is on top of the central island's highest ridge. The rest are running around the central island's low areas.
- Time gates are scattered around the island, including the entrances to the tunnel loop.



You start out pointed toward a fuel barrel. Cruise toward it and then enter the island's central tunnel loop, shooting albatross. Follow the albatross rather than flying at them.



Get the two yeti in the central cavern and clean up more albatross.



Get back outside and take down the two yeti on the lighthouse. Then run the eight rings, using turbo boost to move quickly.



### Sgt. Byrd Minigame: Iceberg Acrobatics 2 (continued)

Look for any remaining albatross as you fly the rings. Then fly over the central island's top, shooting a gem thief. Settle down into the central island's main part and get the rest of your targets. Your victory prize is a light gem.



Jump on a metal crate and into a tunnel leading out of this boiler room. Follow the path to an alcove with another boiler. Light it and move on.



Advance to the Royal Chamber Remote Shop Pad. Talk to the Ice Princess, who asks you to ignite all the boilers in the level.



## Back to the Ice Citadel

Ignore the strong door and the icy ramp for now. Exit through this area's south end. Horn dive a ground target to open a door, and enter a circular room with a boiler in the middle.



Follow the open doorway to the Princess' right. When you enter a clearing, turn right and destroy a dark gem. This reveals a cannon in the clearing's center.

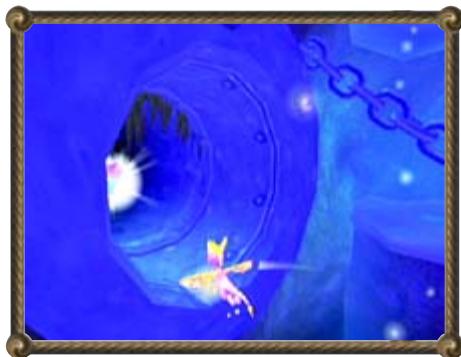


After slaying enemies, light the boiler with your flame breath to collect a light gem.



Shoot open two strong doors with the cannon: one circular door and one diamond-shaped door. Go through the diamond-shaped opening you just shot open. Take a lift to the top of a short tower and jump to grab a purple dragon egg.

From up here, jump down to another ledge and glide to where the circular strong door was. Grab a light gem from here.



Grab a yellow dragon egg from a ledge. Then hop on a floating platform, zap an electrical switch, and ride across to a ledge with a dark gem.



Look for a diamond-shaped door in the area's northwest corner (*not* the diamond-shaped door to the south). Jump into a tunnel and follow it to another boiler room. Ignite the boiler to collect a light gem.



Destroy the dark gem to pop up a bridge to the east. Take it, smack down some gnorts, and zap an electrical switch to open a door.



### Note

Look up to see a big lift moving up and down. It leads back to the level entrance, but don't take it right now.



Return to the clearing with the cannon. Take the diamond-shaped door that leads due south out of this area. In the next clearing, turn right and jump across a couple of slow-moving jump poles.



The door leads back to the chamber with the Ice Princess. Now you've ignited all the boilers, so talk to her and collect your reward: a light gem.



Backtrack to the clearing with Sgt. Byrd, the strong door, and the big icy slope.

### Tip

Wait for the poles to slide to spots where you can reach them. The second pole needs to be slightly lower than the first one before you jump.





West of this clearing, near the Supercharge Central Remote Shop Pad, is a supercharge gadget. Get supercharged, then charge back here and break open the strong door. Grab the pink dragon egg behind it.



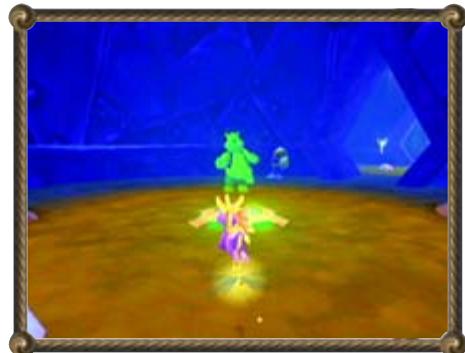
Return to the supercharge gadget, get supercharged, and then charge back to the clearing. Dash up the slippery slope.



Break a dark gem at the slope's top. This lowers a drawbridge.



Cross the drawbridge. Near the Drawbridge Drop-Off Remote Shop Pad, smack an egg thief to collect a white dragon egg. Horn dive a ground target to open a door. Take the door.



## Return to Frostbite Village



This tunnel leads you back to Frostbite Village. Run across a supercharge gadget and charge forward, destroying strong chests and a strong door.

You emerge in a small clearing that has a light gem. Grab it and veer right. Destroy another strong door. There's another supercharge gadget behind it.



Refresh your supercharge and charge ahead. Break another strong door, and you're back in the clearing with the Professor's teleporter gadget and Moneybags' Frosty Depot—you're at the level's start.

You've broken one strong door in this clearing, but there's still one left in the northeast corner. Use the supercharge gadget in the tunnel you just emerged from, and dash over to break that strong door.



## Icy Wilderness



Pass a few obstacles. Destroy a dark gem next to the Eski-mole Village Remote Shop Pad. This uncovers and raises a cannon.

Wall kick up some wooden walls nearby. From here, drop down to the cannon and shoot out two strong doors.



Grab a pink-and-orange dragon egg from a locked chest. Then jump on two more fallen icicles to reach a ledge with a dark gem.

Destroy the dark gem to open a cavern behind you. Enter it. Destroy an eski-mole igloo and hop up some poles to grab a light gem.



Exit this area and make your way south to the Icy Camp Remote Shop Pad. Notice the wall-kick areas to the west and east of this clearing.



Enter the lower of the two doors you just blew open. Follow a tunnel to a lake of deadly icy water. Wait for icicles to drop from the ceiling, then jump across two of them to a platform to the right.



Wall kick up the western walls but be careful; there are falling icicles. Watch for them, then climb immediately after they fall. At the top, horn dive a ground target to raise a cannon in this area's center.



### Tip

Don't try to use more than two icicles at a time, because they sink quickly. Get across in as few hops as possible.





Jump to the cannon and shoot out a strong door. Wall kick over to the newly opened doorway and go through.



From the cannon perch, look for a spot with a breakable wall. Glide down there from the cannon, break the wall, and collect a dragon egg.



Go through the strong door you just shot open. You emerge in an icy cavern with a central pillar and a dark gem to one side. Snowballs constantly fall from a hole in the opposite wall. Destroy the dark gem to make three platforms move around the central pillar.

The three moving platforms you just triggered are at different heights. Jump from a low wooden platform onto the lowest one, and from there onto the middle one. Then jump from the middle one to a high ledge on the opposite wall; from there, jump to the top platform, and then to the central pillar to collect a light gem.



Backtrack to the area with the Icy Camp Remote Shop Pad. Take the southwest exit from this area, and follow the tunnel where Spyro was waylaid by the woolly mammoth earlier. Grab a light gem down here.



Return to the central area with the Professor's teleporter gadget and the Frosty Depot. Approach the dark gem force field. It opens since you've destroyed all the dark gems in the Icy Wilderness.

## Boss Fight: Red

Follow the path behind the dark gem force field to reach Red's chamber.

Red is the most formidable enemy you've faced so far. Expect to put some time in here, learning his moves. You may have to try this fight several times to get the hang of it.

### Red

Red has a variety of attacks, and he uses different ones at different times. His attacks include:

- **Ice wand:** Red fires one, two, or three frosty shards from his ice wand, which freeze Spyro on contact and deal one point of damage.
- **Critters:** Red summons a pack of critters that run after you. Flame them.
- **Fire breath:** Red attacks with a blast of flaming breath. Run sideways to avoid it.
- **Prolonged ice blast:** Red sweeps his ice wand counter-clockwise, firing a continuous stream. Run counterclockwise, staying ahead of the stream and just out of reach of Red's tail.
- **Electric beams:** Red flies up into the air. Electric beams sweep the arena. Jump over the beams each time they pass. They first go one way, then the other. They also move at different speeds, depending on the direction they go.
- **Boulders:** Red causes boulders to fall. Keep moving to one side and watch for the shadows of falling boulders. Don't stand still or reverse your direction.
- **Floor burn:** Not really an attack. Red shoots a fireball that eats away at the arena's edges, forcing you to move closer toward him.
- **Tail whip:** Avoid getting too close to Red, or he spins around and smacks you off the arena with his tail. Always try to stay outside the reach of his tail.

Red fires the ice wand a lot, so learn how to avoid it. One method is to stand far away from Red, motionless. When he fires the wand, briefly tap the stick left or right and then release it. This moves you slightly to the side, so you avoid a direct shot. Don't move too much, or you run into a double-shot or triple-shot. The key is to move just enough to avoid a shard coming right at you. If you want to be more proactive, though, you can also use your flame breath on the ice blasts to keep them at bay!

At certain points in the fight, explosive boxes appear around Red. Use your water breath to push the boxes into Red and damage him. This is the only way to inflict damage on Red.

The fight takes place in three rounds. Round 1 takes place until you've damaged Red three times; Round 2 continues until you damage him three more times. Finally, Round 3 lasts until the fight's end. We describe each round in detail.





Round 1 begins. Red starts by shooting his ice wand several times. Each time he shoots the wand, move slightly left or right to avoid the ice shards.



Eventually Red stops shooting. Crates appear around him. Switch to water breath and push crates into Red, damaging him. If you're lucky, you can push a couple into him. But it's OK if you just get him with one.

Round 1 keeps repeating (Red shoots his ice wand, then explosive boxes appear, then back to the ice wand, then the boxes, etc.) until you hit Red with three crates. At that point, Red talks to you for a while. When he's done talking, you enter Round 2.

In Round 2, Red summons a pack of critters. While they chase you, he also causes falling boulders to drop. Pick a direction and run circles around Red. Every once in a while, whip around in a circle with your flame breath to scorch the closest critters.



You probably can't hit Red with more than one box each time. That's OK. Round 2 repeats (critters and boulders, the ice wand, and then explosive boxes) until you hit Red three times. At that point, Red talks to you again, and you enter Round 3.



Round 3 starts with a floor burn, which shrinks the arena floor somewhat. Run counterclockwise around Red while he does this, staying just outside the range of his tail.



Next comes a prolonged ice blast as Red rebuilds the platform, though he sometimes throws in a little fire breath before or after the ice blast. Just keep running counterclockwise around Red, outside the range of his tail.

Red now flies up, and laser turrets appear in the arena's center. They spin around; jump over the laser beams each time they pass. Stand still and concentrate on timing your jumps. You cannot double jump from the slick arena floor, so you must be precise.





The turrets stop. Then they come back again and revolve in the opposite direction. Again, hop the beams and notice that they're moving a lot slower this time. The speed change takes some getting used to.



After you hit Red three times with explosive crates, you win the battle. Red flies off, and you receive your final breath type: ice breath.

Now Red drops down, causing a brief session of falling boulders, and starts using his ice wand. As usual, very small movements will allow you to avoid the ice shards.



Follow the tunnel to exit the lair. When you reach an area with steam jets coming out of the walls, use your new ice breath to freeze the jets into poles. Then pole jump across them.

Eventually the explosive boxes appear. Use water breath to push one into Red.



Make your way along the poles. Don't linger on the frozen water jets too long, as they eventually melt. Sometimes you have to double back in order to go forward.



### Tip

If you're fast, you can push two boxes into Red. After blasting the first one into his back, run for the one he's not looking at, because he incinerates the box he's looking at first.



Round 3 keeps repeating (floor burn, prolonged ice blast, turrets, boulders, ice wand, explosive boxes) until you hit Red another three times. It's a fairly tough round, so expect to spend some time mastering this part.

## Icy Wilderness Once Again

Horn dive a floor target to open a door leading back to Icy Wilderness' central area. Go stand on the Professor's teleporter gadget, and beam off to the next realm: Volcanic Isle.





## Light Gems

### Frostbite Village Light Gems

1. Reward for Peggy's second minigame.
2. Use water breath on the water wheel near Peggy to raise a platform. Use it to reach a moving platform, and ride that platform to the light gem.
3. Reward for Blink's second minigame.
4. In a cave south of the egg thief (in the map's southeast part).
5. There's a strong door on the clearing's west edge with the Professor's teleporter gadget. The light gem is behind that strong door.
6. Go east from Eski-mole Village Remote Shop Pad. Find a place where huge icicles drop into a frozen lake. Jump across fallen icicles, destroy a dark gem, and collect the light gem from a cave.
7. Destroy a dark gem in a big cavern with falling snowballs. This causes three platforms at various heights to circle a central pillar. Jump up these platforms to grab the light gem from the pillar.
8. Return to the place where Spyro got waylaid by the woolly mammoth. The mammoth is gone now, and you can go a little farther to collect a light gem (and redo the Hunter level if you want to).
9. Go through the locked gate that requires 95 light gems. Locate an invincibility gadget back here and stand by it. Look for a series of small, floating platforms. Jump across them to reach the light gem.



### Gloomy Glacier Light Gems

1. Reward from Bentley for destroying the evil yeti.
2. On a platform in the wizard's chamber.
3. Behind a destructible wall shaped like fangs. There's also a yeti behind the wall.
4. On a ledge with a yeti, right before the three spinning platforms.
5. Reward for Sparx's second minigame.
6. Jump on a skeletal bridge near the level end (where you find Spyro). Jump up crumbling platforms from the skeletal bridge to grab a light gem.
7. Above the climbing wall near the level end. You must shoot a distant target with an arrow to drop a gate, which gives access to the light gem.
8. At the level's end, just before you encounter Spyro.

### Ice Citadel Light Gems

1. In a boiler, which is located in a corner of the same cavern as the Cool Courtyard Remote Shop Pad. Light the boiler with fire breath to claim the light gem.
2. On a floating platform above the water wheel, near the Cool Courtyard Remote Shop Pad.
3. In a locked chest near Elder Astor.
4. Reward for Sgt. Byrd's second minigame.
5. In a boiler located in a circular room southeast of Sgt. Byrd. Ignite the boiler to collect the gem.
6. Behind a circular strong door, in the general vicinity of the Ice Princess. Shoot the strong door with a cannon.
7. In the last boiler you can ignite. Located in a circular room west of the aforementioned cannon. Light the boiler to claim the gem.
8. Reward from the Ice Princess for igniting all of the boilers.

## Dragon Eggs

### Frostbite Village Dragon Eggs

1. Reward for Peggy's first minigame.
2. From a locked chest below Peggy, past several eskimoles pushing TNT crates. Break a dark gem to get down there.
3. Reward for Blink's first minigame.
4. From an egg thief in the level's southeast part.
5. Find the icy lake with huge icicles falling into it. Jump across the fallen icicles to reach a locked chest that contains a dragon egg.
6. There's a cannon near the Icy Camp Remote Shop Pad. From the cannon perch, look for a breakable wall. Glide down and break the wall to get the dragon egg.
- \*7. Go through the locked gate that requires 95 light gems. There's a dragon egg in a locked chest, sitting on a ledge back here.



### Ice Citadel Dragon Eggs

1. Behind a breakable wall, in a corridor northwest of Elder Astor's chamber.
2. Above the clearing with the Supercharge Central Remote Shop Pad. You must use supercharge to get upstairs, then destroy a dark gem to reveal a tunnel, and then supercharge again to climb the tunnel.
3. Reward for Sgt. Byrd's first minigame.
4. Go west of the Ice Princess and find a clearing with a cannon in the center. Shoot out a strong door with the cannon and ride a lift behind the door to get the egg.
5. At the level's south-central edge. Jump a series of moving jump poles to reach it.
6. Behind a strong door, which is located next to the slippery slope (the one you can't run up unless supercharged).
7. Held by an egg thief near the northeast level exit.



### Gloomy Glacier Dragon Eggs

1. In a locked chest in a yeti's bedroom.
2. In a locked chest, south of the room where the wizard summons skeletons.
3. Near a series of pillars with swinging blades and falling rocks between them. Look for a destructible wall; the dragon egg is behind the wall.
4. Underneath the first skeletal bridge. Look for crumbling platforms leading down beneath the bridge.
5. Just past the third long, spinning platform (near Sparx).
6. Reward for Sparx's first minigame.



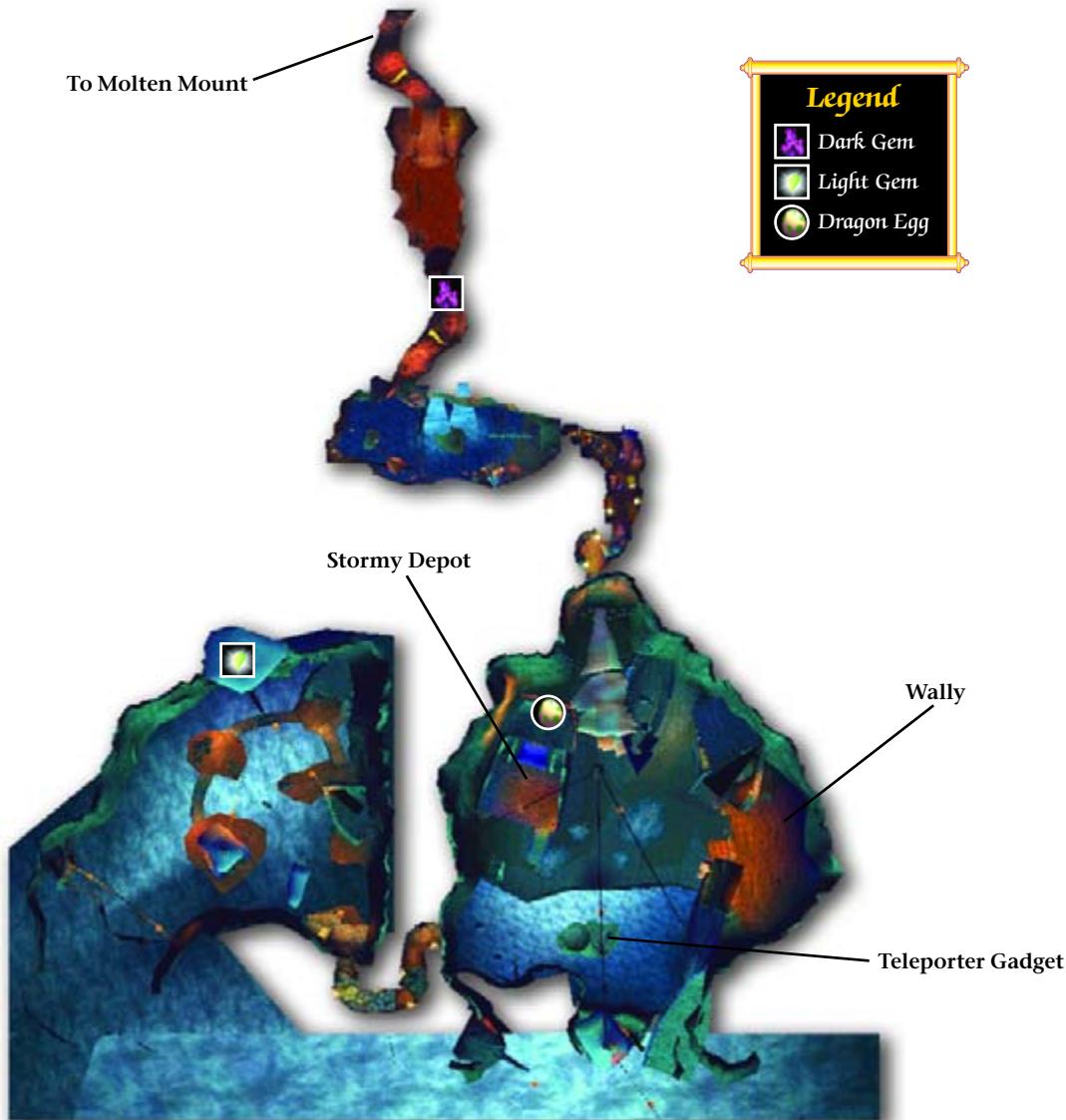
# Volcanic Isle

Volcanic Isle is the final realm, and as you might expect, it's pretty tough. Read on for tips on making your way through it.

## Main Walkthrough

This walkthrough guides you to every light gem and dragon egg, so if you follow it closely, you will accomplish all tasks in this realm. However, you still must go back and revisit some earlier realms if you want to collect all the light gems and dragon eggs in the game.

### Stormy Beach





Jump into the water and swim west. Take a tunnel that leads into this level's western half.



Go to this area's northern edge. Locate a series of platforms along the wall. Jump up these platforms to collect a light gem.



Return to the level's eastern half. Beneath the dock that Moneybags' Stormy Depot sits upon, look for an egg thief. Charge him to grab a dragon egg.

Jump up on a dock to the east and locate Wally the Walrus. He offers you some minigames.



## Wally Minigame: Storming the Beach 1

This is another shooting minigame, like the ones offered by the Turtle Mother and Peggy the penguin. Your task is to destroy 60 gnorcs (of assorted shapes and sizes) as they run toward you. You fail if you let too many through.

The gnorcs emerge from several openings at once, so you must move back and forth quickly.



Don't get locked in on one side of the screen. Keep moving from side to side.



Instead of focusing on distant gnorcs, sweep your guns over the area close to you, where they converge.



Destroy enough gnorcs and you score a dragon egg.



## Wally Minigame: Storming the Beach 2

This game is just like the last one, but this time you must destroy 75 gnorcs.

The key is to focus your guns on the screen's lower half, where the gnorcs are closest to you (and bunched closest together). Sweep back and forth quickly and lead your targets. It may take a couple of tries, but it's definitely doable.



Fire constantly. Don't wait to see the results of your shots; keep moving!



You will let a number of gnorcs pass, but if you're skillful, you'll fill up your green bar first and collect a light gem.



Jump across the sails to a tunnel entrance at the map's north edge. Go inside and follow the tunnel to the west.



You emerge in a cavern with wooden platforms sliding across the ceiling. Look for a tunnel exit to the north, and take it.



**Tip**  
The sliding platforms lead to a locked chest with gems in it. You can open it or skip it.



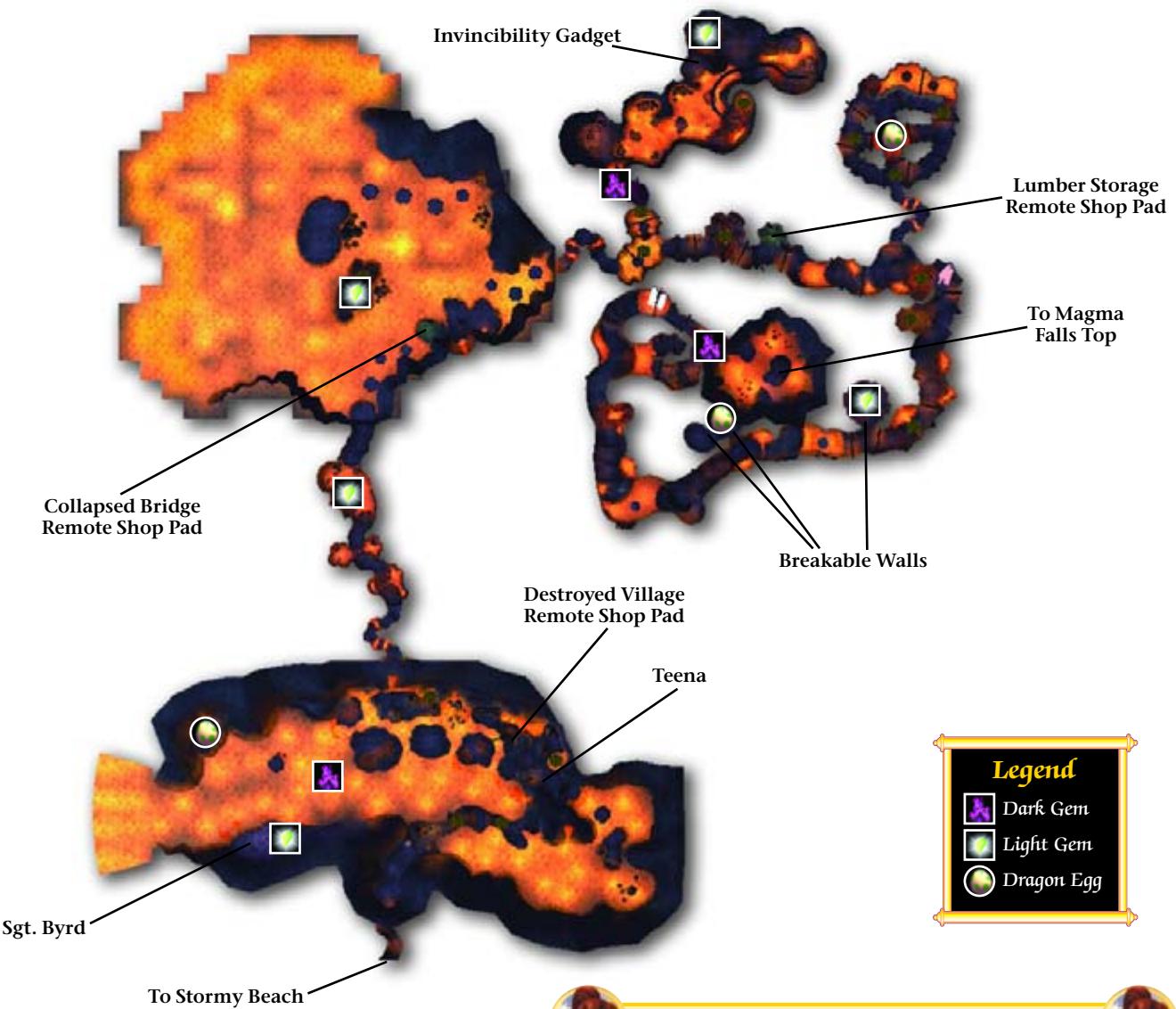
## Back to Stormy Beach

Look for some yellow crates to the right of Moneybags' shop. Jump up the crates, then onto the edge of a ship. From there, jump onto some sails.



There's a dark gem in this tunnel. Destroy it and jump platforms across a lava pool.

## Molten Mount



Keep following the tunnel. You emerge in the southern part of Molten Mount.



Lava appears on both sides as you proceed north. When you reach a supercharge gadget, hop east along a set of platforms in the lava.



Climb a set of crude rock steps and hop across some lava. Look for Teena, a laughing hyena, near the Destroyed Village Remote Shop Pad. Talk to her. She asks you to destroy four nearby rock monsters.



Destroy the four rock monsters. See the tip for details.



### Tip

To destroy a rock monster, you must push it over the edge of a platform. Get close enough for it to attack, then back off to avoid the shockwave and quickly charge the monster. Repeat this until you've driven it off the platform's edge.



Return to Teena after destroying all four rock monsters. You collect a yellow dragon egg as a reward.



Move west, toward a dark gem. Destroy it to raise a bridge that leads farther west. Take the bridge.



An evil magician appears and conjures fire imps. Use your water breath to destroy them as you go. Jump across some moving platforms and collect an orange dragon egg from the ground.



Keep taking the moving platforms, destroying fire imps with water breath as you go. When you destroy the ninth imp, the magician disappears.



Grab a light gem from a locked chest at the end of the moving platforms. Nearby is Sgt. Byrd. Talk to him to play his minigames.

## Sgt. Byrd Minigame: Lava Palaver 1

This mission gives you three minutes in which to:

- Fly through eight rings
- Fly through eight time gates
- Destroy eight targets
- Destroy eight gnorcs
- Destroy eight fire birds

You won't need much strategy for this one. The Sgt. Byrd minigames in Cloudy Domain were tougher than this map, because the terrain was so complex and hard to navigate. This map is comparatively simple, with a central volcanic island, some outlying rocks, and some parallel walls of rock on one side of the island. The key is to check both sides of each rock formation.



You start out with the rings in front of you. Fly through them and get them out of the way.

Now hit a couple of time gates and look for fire birds. They're all flying in the same general area, so clean them up all at once.



At this point, start methodically clearing out targets, time gates, and gnorcs. Most targets are tucked between rock ridges, while gnorcs are standing on the

outside edge of the ridges (facing away from the central island). You get a dragon egg when you complete this one.



## Sgt. Byrd Minigame: Lava Palaver 2

You have only 1:42 for this minigame, but again, it's really not that hard. Certain targets have been moved around, but you don't need any particular strategy as long as you're fast and thorough, cleaning out everything in your current area before you move on to the next. The biggest "trick" is that two rings are hidden in the large central basin of the main volcanic island, instead of being in line with the others.



Fly forward until you see some rings. Follow the rings, hitting other targets as you go. After hitting five rings, veer right and follow the ridge on your right, blasting gnorcs. Pick up a fuel barrel.



Make a complete circuit of the level's outer edges. Watch for gnorcs, targets, and a time gate or two. Take out most of the fire birds and the sixth ring as well.

Duck in and loop through the level's inner part. Notice the two final rings in the central island basin. Also, look for another fuel barrel in a long trench between two rock ridges. You receive a light gem for beating this minigame.





## Back to Molten Mount



Ride the moving platforms back to the northeast and locate a tunnel leading to this level's northern part. Take it.



Destroy armored gnorcs and fire imps in the tunnel, and collect a light gem. Then pole spin up a series of poles, avoiding flame jets.

Jump a series of platforms while destroying fire birds to reach the Collapsed Bridge Remote Shop Pad. Hop on a cannon and blast a boulder on a distant pillar of rock.



Spin across a series of poles along the cavern wall. Jump several platforms, avoiding or destroying fire birds. A magician appears. Destroy nine of his fire imps to make him go away.



You're now on the other side of the collapsed bridge. Grab a light gem from the big platform here, then glide back over to the Collapsed Bridge Remote Shop Pad.



Take the tunnel leading east. When you reach a save point, turn left and hop over to a dark gem. Destroy it to open up a cavern to the northeast.



The northeast cavern contains three ground targets. Quickly horn dive all three to raise three platforms leading to a light gem.



### Tip

To reach the first ground target, jump from the highest ledge. Don't try to use the lower ledge that is closer to the target.



Jump across to a ledge that has an invincibility gadget. Jump up the three platforms you just raised to grab the light gem.



### Tip

The platforms are timed, so hurry. If they drop before you get the egg, use the invincibility gadget to run back across the lava, hit the triggers again, and grab the gem.



Get back out of this cavern and take the tunnel going east. Make your way to the Lumber Storage Remote Shop Pad.



Get back in the tunnel and follow it as it bends west. Hop up some steps until you reach a place where boulders roll down a set of rock steps.



Jump across a broken bridge, avoiding the lava. Take a left and hop up some steps to a circular maze of tunnels where there's an egg thief. Chase him and take his dragon egg.



Instead of going up the rock steps, turn right and smash the breakable wall. Grab a pink dragon egg from a locked chest. Also, notice a *second* breakable wall in here, which leads to a nook with more treasure.



Get back on the path and jump up the steps with the falling boulders. Avoid more lava obstacles. Destroy a dark gem to create a wall-kick surface in front of you.



Get out of here and take the tunnel leading south. Past some swinging pendulums, watch for a breakable wall on your right. Smash it and grab a light gem from a locked chest.

Kick up the wall and make your way to a mine elevator, which leads to Magma Falls Top.



At the elevator's base, take a corridor. Knock a rock monster off into the lava, and hop up a series of ledges.

At the fork in the path, go right. Break a wooden wall near the Crackling Cave Remote Shop Pad, and grab a pink-and-orange dragon egg from a locked chest.



Southwest of the shop pad, enter a cave that contains fodder. Wall kick up to the cave's top to collect gems from a locked chest and a light gem from a high ledge.



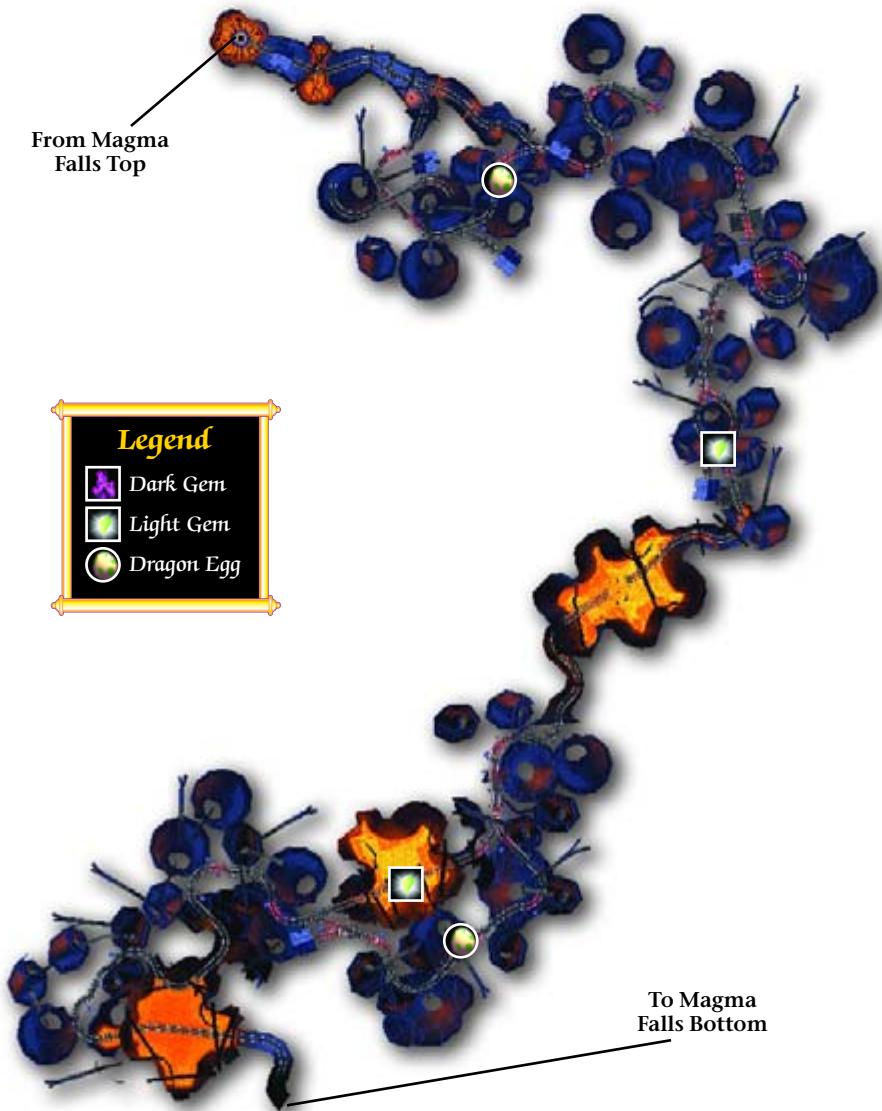
Go back past the remote shop pad and locate the ball gadget to the northeast. Get inside.



**Tip**  
Look for a semi-secret area as you approach the ball gadget area. It's up above the lava and contains a locked chest with gems.



## Ball Gadget



This ball gadget takes you along a mine cart track. At several points, there are obstacles that you must avoid. Also, the track splits in three places. If you take the default path, you'll miss most of the good stuff—so be ready to jump and steer in midair to take the alternate path.

At the first track junction, jump and steer onto the right path. Jump over a runaway mine cart and avoid a gnorc as you pick up a yellow dragon egg.





Speed up and jump a gap, then immediately jump again to clear a rock that falls. Slow down to avoid a pair of gnorcs, then speed past them when they're done swinging.



Jump to hit a hanging target. Then avoid two more gnorcs. The track splits a second time just past the gnorcs. Jump and steer onto the right path. Then immediately jump a second time to avoid a mine cart.



Speed up and jump when the track drops away to collect a light gem. Then time your jump over a gap to avoid the lava bursts.



Jump to avoid a stalled mine cart, then jump to tag another hanging target. When the track splits a third time, go right and jump to collect a light gem. Allow yourself to get smacked by an oncoming mine cart—you'll see why next.

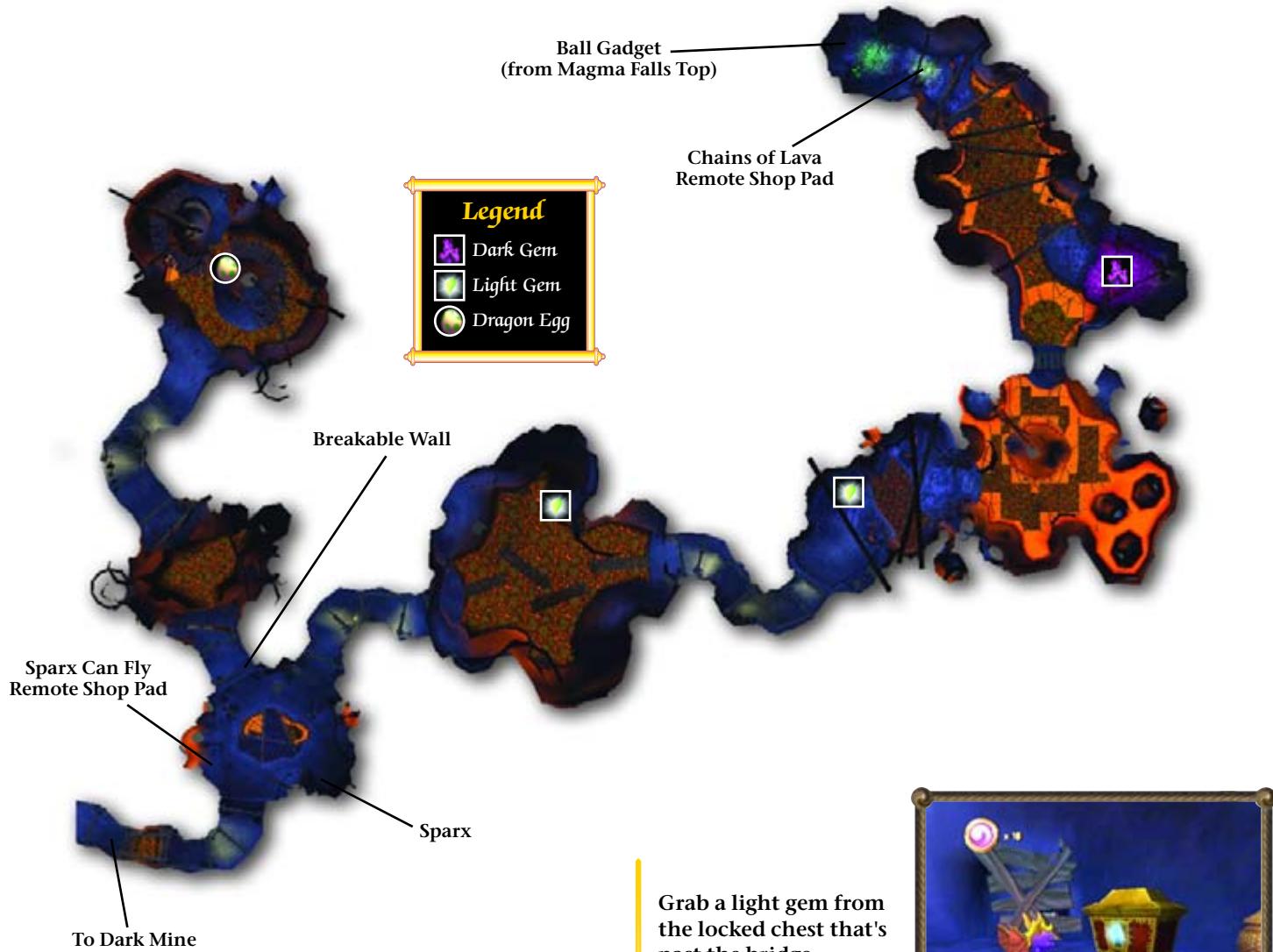


After you die, you get placed back before the third track split. This time, go *left* at the split. Jump a mine cart and speed up to jump a gap, collecting a purple dragon egg in the process.

Jump several more mine carts, and you emerge at Magma Falls Bottom. If you followed our directions, you've grabbed everything you needed from the ball gadget and won't have to return to it again.



## Magma Falls Bottom



Grab a light gem from the locked chest that's past the bridge.



You emerge near the Chains of Lava Remote Shop Pad. Stock up on gear and proceed south. Wall kick to a higher ledge and destroy a dark gem to lower a bridge.

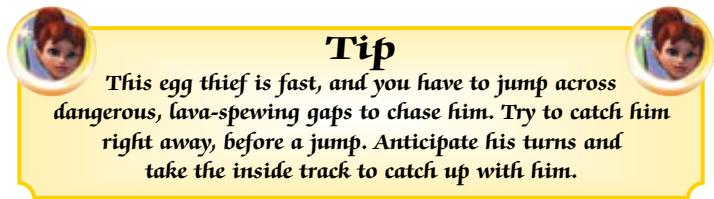




Keep moving. Near the Sparx Can Fly Remote Shop Pad, look for a breakable wooden wall. Break it and go through. Hop across a lava chamber.



You arrive at a figure-eight shaped bridge over lava. Start running on this bridge, and you'll find that an egg thief is on the bridge too. Run him down and grab the egg.



Return to the remote shop pad. Nearby, locate a wooden sign and approach it to play Sparx's minigames.



### Sparx Minigame: Sparx Will Fly 1

This is a very straightforward Sparx game. Your enemies are the usual yellow and blue moths, plus fire imps. Fly high to avoid lava bursts from the ground and target imps as early as possible.



### Sparx Minigame: Sparx Will Fly 1 (continued)

Fire imps are your biggest threat, so target them from afar.

Near the end of the minigame, a fire bird ringed by fire imps appears. Shoot the imps with missiles and regular fire, and then take out the fire bird.



### Sparx Minigame: Sparx Will Fly 2

This minigame is much like the last one, but with a couple of new obstacles and less gear.

In addition to the lava bursts, watch out for a rock fall. Get to one side and speed through it during a lull.



Once again, the "end boss" is a fire bird surrounded by imps. Destroy the imps first, and then gun down the fire bird.



### Back to Magma Falls Bottom

Take a corridor leading south from the remote shop pad. Jump across a series of slow-moving flying platforms to reach Dark Mine.

## Dark Mine



Just south of the Mine Mouth Remote Shop Pad is a door that requires 45 light gems to open. By now you probably have more than 80, so go ahead and open it.

The corridor leads to an invincibility gadget next to a slime pool. Run over the gadget and jump in the slime.





Locate a yellow dragon egg under the slime. Return for more invincibility and then go back to the slime to look for a light gem.



Return to the Mine Mouth Remote Shop Pad and head southeast. Grab a light gem from a locked chest in the corridor.



Break a stone wall near the Hidden Depths Remote Shop Pad. Jump down into the big room beyond.



On this room's far side are striped metal walls that slide in and out. They may look like obstacles, but they're actually wall-kick surfaces. Get between them, wait for them to slide out, and wall kick to the top.



**Tip**  
Gnorc gunners are positioned at various spots in this room. Take them out with tribolts.

From up here you can jump to a locked chest containing a blue dragon egg and a light gem in the room's middle.



At this room's other side, follow a corridor that has collapsing floors (jump to avoid falling). Charge through a stone wall at the corridor's end.



Enter a room with three robot gunners sitting on turrets. Switch to electrical breath and zap all three of them. Then break a dark gem on a column in this room's middle to open a tunnel.



Follow the tunnel to Blink the Mole. Talk to him to play his minigames.

## Blink Minigame: Mined Out 1

This is a typical Blink minigame requiring you to destroy five dark shards. What's not typical is the sheer size of the level. It's big and a little bit confusing, so you'll need to spend some time getting your bearings.

Remember that your progress is saved when you collect bombs from bomb dispensers, so visit them whenever they're convenient. That way, if you die, you can reappear at the last bomb dispenser you touched, and you don't have to go back and get the dark shards you already destroyed.

Survey the cavern from your starting point. Wait for a floating sticky rock to float over. Jump on it and ride it across to a sticky ceiling.



Cross the sticky ceiling and then ride another floating rock to the cavern's end. There's a dark shard here, but you can't destroy it yet. Look for a spot on the wall that you can dig through and tunnel into the next area.

There's a bomb dispenser in the next area. Grab bombs and detonate a destructible wall to your right. Cross a couple of spider-filled areas and destroy a dark shard on the floor.



Go back to where you destroyed the wall. Wait for a floating sticky rock to come down, and ride it up. After getting upstairs, climb across a sticky ceiling and drop down a short distance to another destructible wall.



## Blink Minigame: Mined Out 1 (continued)

Destroy this wall and jump across platforms, past a pair of ladder-like sticky walls. Destroy a third breakable wall and drop down on the other side. A second dark shard is sitting on a ledge down here.



Return to the hole in the wall that you dug earlier. Crawl back through it, and destroy the dark shard sitting near it.



Drop straight down over the edge here; try to avoid falling next to a spider. Destroy a dark shard down here. That's your fourth.



Destroy a wall, revealing a lava lake with several moving platforms. Carefully make your way across the platforms, avoiding lava bursts. Destroy the fifth dark shard on the other side to complete the minigame and collect a blue dragon egg.

## Blink Minigame: Mined Out 2

You must now explore the same area, this time destroying 10 dark shards instead of five.



### Blink Minigame: Mined Out 2 (continued)



Start out just like last time: Cross the top of the first cavern, dig through the wall into the second area, and grab some bombs from the bomb dispenser. Then destroy the wall

and blow up the first dark shard on the bottom level.

Return to where you just blew up the wall. Ride the floating rock upstairs. Destroy a new dark shard at the top of this area.



Cross the sticky ceiling, then drop down to the middle level and blow up another wall. Hop across platforms to the pair of ladders and wall kick up them. Now you're on the very top level.



Jump two platforms and find a place to dig through the wall. Now you're in a bright red, lava-filled cavern that you didn't visit last time. Destroy a dark shard up here and

make your way across this cavern's top.

Destroy a dark shard on the cavern's other side. Then look for a floating rock that takes you down to the cavern's middle level. Take it, and destroy another dark shard down there.



### Blink Minigame: Mined Out 2 (continued)



There's one more dark shard in this lava-filled cavern. Get back to the top level, get back across, and drop down to the middle level to destroy it. Then drop to the bottom level and tunnel through the wall.

On the other side, destroy another dark shard, bringing your total to seven. Now make your way back to the first cavern.



The last three dark shards are in the same places they were the first time. Collect them to complete the minigame.

## Back to the Dark Mine



Take the elevator next to Blink. In the next corridor, look for a ledge to your left. Drop down there and grab a pink-and-orange dragon egg. Get back up to the corridor and keep going.



Drop down to a big room filled with steam jets and shaky, red-lined platforms. You can cross this room by freezing the steam jets into ice poles, then pole jumping from platform to platform.



### Tip

This room is tricky, mainly because the platforms collapse if you stand on them for more than a second. So, hop up and down while you're busy looking around or freezing steam jets. Keep hopping and you can stay on the same platform indefinitely. Also, don't linger too long on the frozen poles. They melt quickly.

**Stop and rest a moment when you reach a pair of solid steel platforms with no red lining. These won't collapse.**



## Tip

Don't stand on the edge of the teeter-totters for long. If you're going to spend time on a platform, stand in the middle. Otherwise, keep moving and stay airborne to avoid tipping into the abyss.



After your break, jump to the next red platform along the wall. From here, glide to a light gem in the corner. Then make your way back to the solid steel platforms.



Destroy foes on the door's other side and follow the corridor. Horn dive a floor target to squish a pair of walls together so you can wall kick to the top.



Ahead are several sets of green bars with metal platforms between them. Jump the first couple of bars to a metal platform and look back. Notice the light gem above where you just were.



Make your way to a U-shaped room filled with blue teeter-totters. Cross this room's top. Grab a purple dragon egg next to the Miner's Drop Remote Shop Pad.



Some of the green bars constantly rotate. Jump on one of the high bars when the angle is right. Allow it to turn, and jump over to grab that light gem.



Get to the room's other side using the green bars. Destroy a dark gem here.

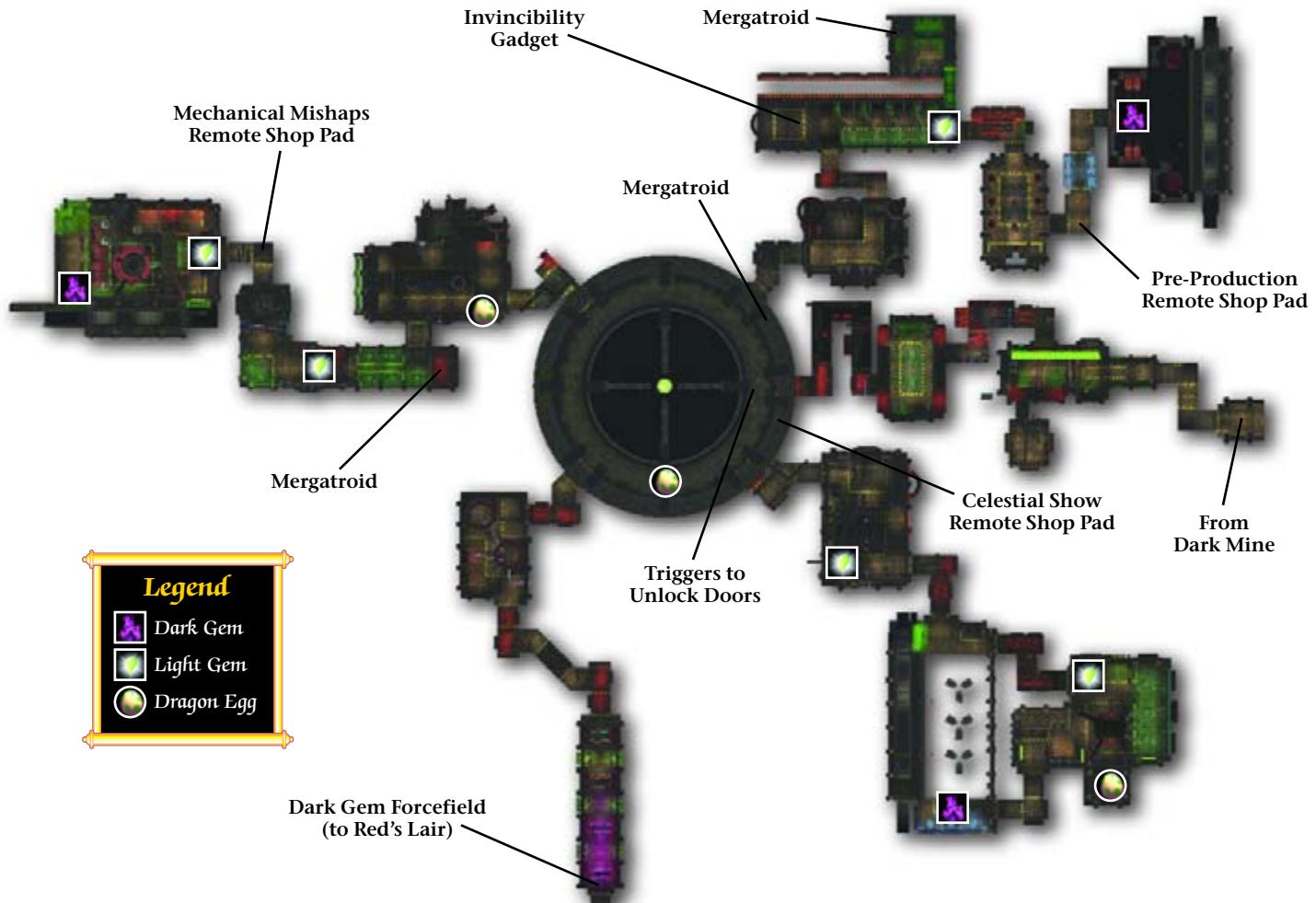


Glide to a distant red platform on this room's north wall. From here, glide to another platform, then to solid ground at the room's north edge. Follow the long corridor.



The corridor is long and "in-between" levels. Just keep moving ahead, horn diving buttons as necessary to open doors and squish walls together (so you can wall kick up them). Eventually you reach Red's Laboratory.

## Red's Laboratory



Enter a room that contains both a standard floor target and a green floor button. Horn dive the target to raise one pole, and then stand on the green button for a few seconds to lower another.

These poles allow you to jump up to an upper alcove and access a locked chest containing treasure.



Stock up at the Celestial Show Remote Shop Pad. Also, talk to Mergatroid the maintenance robot. He explains that the spinning planets in the room's center control which doors are locked and unlocked.



Follow the corridor. Stand on a green button to unlock a door; go through it.



### Tip

The unlocking device is very simple. Notice the gold beam shooting from the sun. Whatever door the beam is pointing to is unlocked; the others are locked. To unlock a different door, just walk across one of the two buttons on the floor near Mergatroid. One button moves the beam clockwise; the other moves it counterclockwise. With a few button presses, you can unlock any door in this chamber.



Enter a room with four wall targets. Charge all four targets in rapid succession to unlock a door and pop out some walls you can kick from. Kick up the walls to grab treasure.



Unlock the northeast door, using the floor buttons near Mergatroid (see the tip for details). In the first room beyond the door, get on a hovering platform that has an electrical switch. Zap the switch with electrical breath to rise.

Take the door you just opened. Quickly jump across several unstable blue platforms and go through a door to the big circular chamber at this level's center.



Upstairs, look for a floor target. Horn dive the target to open a door. Go through the door.



The next room contains an invincibility gadget next to a robot assembly line. Get invincible and follow the assembly line to the end.



Get off the assembly line. Near another Mergatroid robot, look for some walls you can kick up. Get upstairs and follow the ledges to collect a light gem.



**Tip**

You can also pole jump across a series of green glowing poles to collect more treasure.



Hop back down from this ledge and continue east. Enter a room filled with moving red laser beams and static yellow laser beams. Double jump and glide across the yellow ones while avoiding the red ones.



Through the next door, pass the Pre-Production Remote Shop Pad and keep going. You emerge near a dark gem. Destroy the dark gem to blow up an assembly line behind it.

Return to the central chamber with the spinning planets. Use the buttons near Mergatroid to unlock the northwest door. Go through that door.

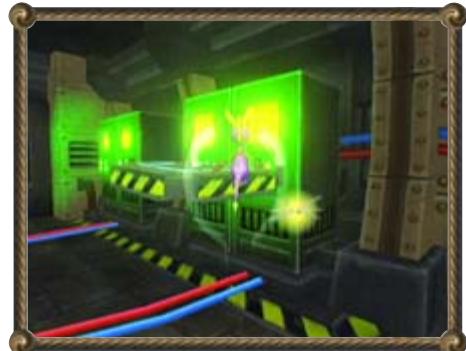


Enter a room packed with foes, including several laser-shooting gnorcs. Clear the room and notice two pistons. Jump onto the lower one, ride it to its peak, then glide to the top of the higher one.



Quickly glide across a series of unstable ledges. Horn dive a floor target up here to unlock a door and collect a blue dragon egg.

Get back down and take the door you just opened. Go through a corridor and take another door; then, look up and notice a lift. Jump on the lift when it descends, and ride it up.



Jump onto a green spin pole, and from there run across several crushing devices (time it carefully). Then use a series of platforms and spin poles to reach the dark gem; destroy it.



Upstairs, get on a moving platform. As the platform passes laser beams, double jump and glide to avoid them, and then settle back down on the platform. Collect a light gem up here.



Get back down and go past the Mechanical Mishaps Remote Shop Pad. Enter a big room with platforms, jump poles, and assembly lines. Also notice a dark gem protected by glass. You can't get at it yet.

Look for green spin poles near the dark gem you just destroyed. Spin up them and cross ledges along the ceiling to reach a hidden light gem on a high platform. Grab it.



Return to the central chamber with the spinning planets. Unlock the southeast door (nearest the Celestial Show Remote Shop Pad) with the golden beam, and follow it to a room filled with green glowing supercomputers.



Drop to this room's bottom and horn dive a floor target. This lifts the glass over the dark gem. You now have a minute to get up there and smash the dark gem before the glass drops.



Ride up a platform and jump to the top of a computer. Now look for green spin poles and take them up to the upper ledge that circles the room. Jump to a smaller ledge and collect a light gem.



**Tip**  
This is tricky, but you don't have to hurry. Even if you take it slowly, you can reach the dark gem with 20 seconds to spare. If you fall, just horn dive the target again to get a fresh minute.





Look for a corridor up here and follow it to a huge room with floating platforms. Horn dive a ground target to remove the glass protecting a dark gem to the south. You now have one minute to jump across the platforms and destroy the dark gem.

**Tip**

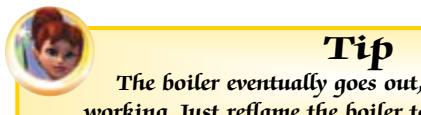
Some of the platforms move and others don't. You must jump over laser-beam obstacles. Take it slowly and be patient; you can make your way across in less than half a minute, so there's no need to rush.



Destroy the dark gem to demolish a robot assembly line. Then stock up on gear at the Laser Leaps Remote Shop Pad and take the door leading east.



There's a boiler in this room. Light it with your fire breath to power a lift. Ride the lift upstairs.

**Tip**

The boiler eventually goes out, and the lift stops working. Just reflare the boiler to start the lift again.



Jump off this platform and glide around the corner to the left. Grab a light gem.

Notice a red tank with a green handle sticking out of it. Pole spin this handle clockwise—a fuel gauge on the wall spikes up. You've just raised a series of blue platforms along the wall.



Pole spin over to the blue platforms and use them to glide to a new ledge. Fall through a floor panel to collect a yellow dragon egg. Step on a floor button to drop some laser beams and get out of this alcove.



Return to the central room with the spinning planets. Point the golden beam at the southwest door to open it. An egg thief is running around this circular walkway; locate him and grab his egg.



Go through the southwest door. Follow the corridor to two sets of laser beams. When the lasers start to flicker, charge ahead to get past them.

The dark gem force field is at this hallway's end. Approach and it drops. Go through the door to enter Red's lair and initiate the final showdown.



## Boss Fight: Mecha-Red

You fought Red before, but you can throw out everything you learned from that encounter. This time Red is wearing a mechanized suit and uses different attacks, so your strategy will have to change as well.

Like all the other boss fights, this one has three distinct rounds. Unlike the other boss fights, there's no save point between each round. In other words, you must finish Red off in one shot; if you die, you must start all over again.

The good news: A few butterflies appear during the course of the fight, so you can take a few hits and survive. It also helps if you bought an extra health point from Moneybags at some point earlier in the game.



### Mecha-Red

Mecha-Red (henceforth we'll just call him Red) can absorb a lot of damage and dish out a lot too. His attacks include:

- **Hopping mines:** Red produces a bunch of mines that hop after you. While you can destroy them with electrical breath, the best strategy is to charge in circles around Red until the mines blow up on their own.
- **Shockwave + falling debris:** Red stomps on the ground, sending out a shockwave and causing debris to rain down for a while. Double jump over the shockwave and then charge circles around Red to avoid the debris.
- **Eye lasers:** Red shoots laser beams from his eyes, which track you. Charge in big loops. If the beams get close, charge toward Red. The beams tend to target the arena's outer edge.
- **Foot flames:** Red blasts flames out of his mecha-suit feet. Charge around Red, staying fairly close to the arena's inner red line to avoid the flames.
- **Chest rockets:** Red fires several rockets from his armored suit. Charge in wide, looping circles, steering toward Red as the rockets come down, then steering away from him. Do this until he stops firing rockets.
- **Tail tornado:** Never get too close to Red or he spins around at great speed and smacks you with his tail.



### Mecha-Red (continued)

Also, beware of falling off the arena's edge. This is a real danger, because most of the time you'll be running circles around Red, staying as far away as possible. Use the red ring at the arena's edge as a visual guide for staying on solid ground.

Now you know how Red can hurt you—but how can you hurt Red? There are three different ways:

- **Rockets:** At certain points, a ring of rockets appears around Red. Dash around and light them all with your flame breath.
- **Electrical switches:** At certain points, four electrical switches appear around Red. Hit all four of them with electrical breath as quickly as possible. When the fourth switch is activated, Red gets fried.
- **Gnorcs and floor target:** At certain points, a ring of robo-gnorcs armed with laser rifles appears around Red and starts shooting at you. Somewhere in the ring, a floor target appears as well. Horn dive the target to make the gnorcs shoot Red instead of you.

This is a tough fight. Expect to try it several times before getting it right.



Red begins Round 1 with hopping mines. Charge circles around the arena's edge (we usually go counter-clockwise) until they blow up on their own.



Next comes a shockwave + falling debris. Keep charging in circles around the arena's edge, hopping over the shockwave when it gets close.



Eye beams are likely to be Red's next attack. Charge in circles. If the beams get close to you, move in toward Red. They probably won't hit you if you get close to him.



A ring of rockets appears around Red. Charge around and ignite them all with flame breath to hurt Red.

#### Note

That's Round 1. This round keeps repeating if you fail to hit Red with all the rockets on your first try. It ends when you've done enough damage with the rockets.

## Volcanic Isle

Assuming that you hit Red with all the rockets, the fight now moves to Round 2. In Round 2, Red uses some of the same attacks. He'll probably start out with hopping mines, followed by shockwave + falling debris. Avoid these like you did before.



Red usually follows this up with foot flames. Keep charging to one side to avoid these.



Next, four electrical switches appear around Red. A bunch of hopping mines appear as well. Charge around the arena, zapping the switches with electrical breath and avoiding the mines. Red gets zapped when you hit the fourth switch.



Round 2 repeats until you've done enough damage to Red with the electrical switches. You'll probably have to do Round 2 twice.



Red starts Round 3 with more hopping mines and shockwave + debris, but then he follows it up with chest rockets. Run in wide loops to avoid these, bending in toward Red when the missiles are about to hit.



That's all there is to Round 3. This round repeats until you've finished off Red. You'll probably need to horn dive the floor target at least three times before Red falls.



Congratulations—you've beaten Red! Now go back and collect all the dragon eggs and light gems you missed. Read the "Light Gems" and "Dragon Eggs" sections at the end of Chapters 4 through 7 for tips on finding all of them.



## Light Gems

### Stormy Beach Light Gems

1. On a high ledge, along the north wall of the level's western half.
2. Reward for Wally's second minigame.

### Molten Mount Light Gems

1. In a locked chest near Sgt. Byrd.
2. Reward for Sgt. Byrd's second minigame.
3. In a tunnel connecting the level's southern half to the northern half.
4. On the opposite side of the collapsed bridge (across from the Collapsed Bridge Remote Shop Pad).
5. On a high ledge in a northeastern cavern. Horn dive three ground targets to raise wooden platforms leading to it.
6. In a locked chest, behind a breakable wall in the map's southeast corner.

### Magma Falls Light Gems

1. On a high ledge in the southwest corner of Magma Falls Top.
2. In the ball gadget. Take a right at the second fork of the track to reach it.
3. In the ball gadget. Take a right at the third fork to reach it.
4. In a locked chest in a corridor, past the bridge, in Magma Falls Bottom.
5. On a high ledge in a lava-filled room, near the middle of Magma Falls Bottom.
6. Reward for Sparx's second minigame.

### Dark Mine Light Gems

1. In a pool of slime. To get there, take the gate that requires 45 light gems. Use the invincibility gadget to survive the slime.
2. In a locked chest on the main path, somewhat southeast of the 45 light gem door.
3. Wall kick up some striped walls that slide in and out of the main wall. Jump across to the light gem.
4. Reward for Blink's second minigame.
5. At the bottom of a room filled with collapsing platforms and steam jets that you must freeze and pole spin.
6. Above a set of rotating green jump poles.

### Red's Laboratory Light Gems

1. In the northeast wing. Use an invincibility gadget to ride down a dangerous assembly line. Find a wall to kick up, and follow ledges to the light gem.
2. In the northwest wing. Look for a moving platform in the hallway and ride it up. Upstairs, take another platform to the light gem. You must hop over a few laser beams.
3. In the northwest wing. Look for spin poles near the dark gem, and follow them up. The light gem is on a high platform.
4. In the southeast wing. Jump on a moving platform between four computers, and find the light gem on an upper ledge.
5. In the southeast wing. Use fire breath to start a boiler, which powers a lift. Ride the lift up and glide left to grab the light gem.



## Dragon Eggs

### Stormy Beach Dragon Eggs

1. Held by an egg thief lurking beneath the dock of the Stormy Depot.
2. Reward for Wally's first minigame.

### Molten Mount Dragon Eggs

1. Reward for Teena's task (destroy four rock monsters).
2. On a ledge north of Sgt. Byrd.
3. Reward for Sgt. Byrd's first minigame.
4. Held by egg thief in circular tunnels, in map's northeast corner.
5. In a locked chest behind a breakable wall. The breakable wall is next to a set of rock stairs with boulders tumbling down them.

### Magma Falls Dragon Eggs

1. In a locked chest behind a breakable wall in Magma Falls Top near the Crackling Cave Remote Shop Pad.
2. In the ball gadget. Take a right at the first fork to reach it.
3. In the ball gadget. Take a left at the third fork to reach it.
4. Held by an egg thief on a figure-eight shaped bridge, in the northwest corner of Magma Falls Bottom.
5. Reward for Sparx's first minigame.

### Dark Mine Dragon Eggs

1. In a pool of slime. To get there, take the gate that requires 45 light gems. Use the invincibility gadget to survive the slime.
2. Wall kick up some striped walls that slide in and out of the main wall. Jump across to a locked chest that contains the dragon egg.
3. Reward for Blink's first minigame.
4. In the corridor just south of Blink and the elevator, look for a ledge off to one side. Drop down there and grab a dragon egg from below the main corridor.
5. Next to the Miner's Drop Remote Shop Pad.

### Red's Laboratory Dragon Eggs

1. Above a room with two pistons, in the level's northwest wing.
2. Behind lasers in the southeast wing. Use fire breath to start a boiler, which powers a lift. Ride the lift up and glide left. Pole spin a lever to raise some platforms. Use the platforms to get to a ledge, then fall through a floor panel to get behind the lasers.
3. Held by an egg thief in the central corridor that surrounds the spinning planet models.

